

Advanced Dungeons & Dragons®



Reference Cards and Journals

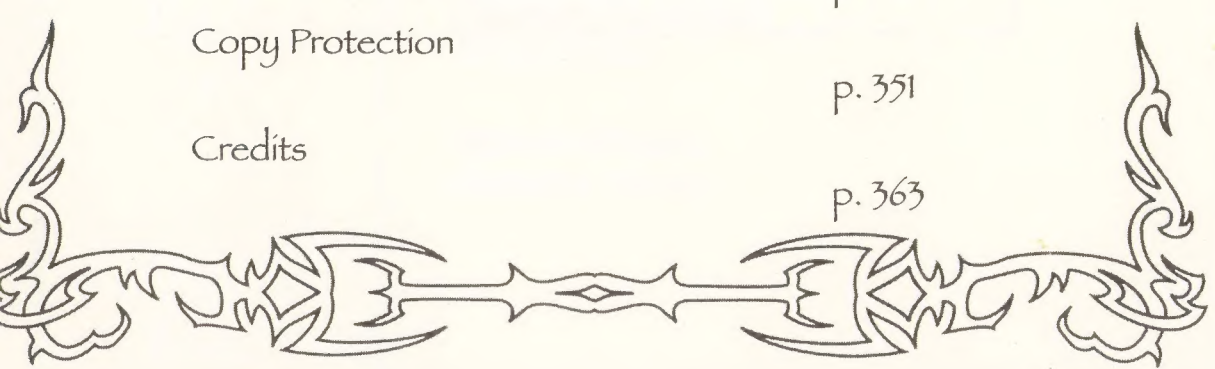
Interplay™

By Gamers. For Gamers.™



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Pool Of Radiance

FREE NEW PHLAN!

The New Phlan City Council is leading the fight to free their captive city. Heroes are retaking the city block by block from the evil hordes.

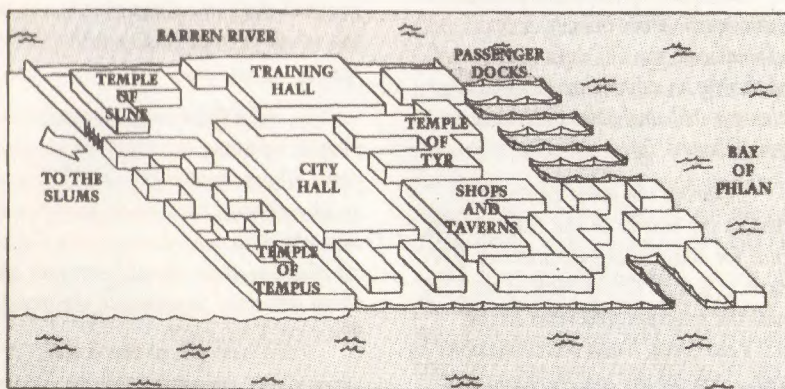
RICHES & FAME!

The council is looking for soldiers and rogues, mages and clerics, heroes of all kinds, to come to New Phlan. The wealth and land of an ancient city await those willing to reach out and take it.

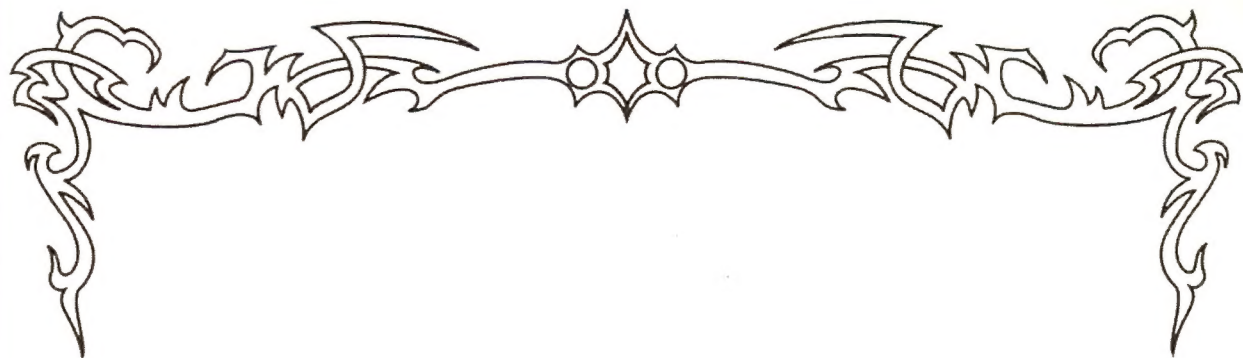
GLORY!

Legends will be written about the heroic struggle to free New Phlan! Ships to New Phlan depart twice monthly. When you arrive, see the New Phlan City Council for the latest news and information.

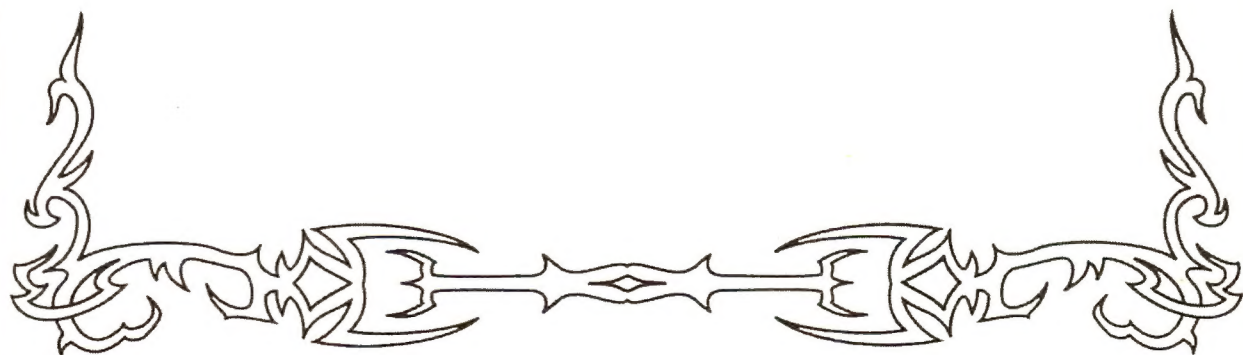
MAKE YOUR FORTUNE IN NEW PHLAN!



The Civilized Area of New Phlan



Pool Of Radiance
Ref Card



Pool of Radiance

SYSTEM REQUIREMENTS : This game requires a minimum of 384K available memory. To run the game in EGA mode requires a minimum of 512K available memory. To run the game in TGA (Tandy 16 Color) mode requires a minimum of 640K total memory. The game may be played from hard disk only. The game requires approximately 2.2 megabytes of hard disk space.

Installing the Game:

1. Place the Forgotten Realms CD with **POOL OF RADIANCE** into your CD-ROM drive.
2. Access the drive containing the CD.
3. Go into the "POOL" directory and enter "Install".
4. Follow the on-screen prompts.

Installation Menu: After you type INSTALL, the Installation Menu appears. This program allows you to configure the game for your computer system.

To Load the Game: The install automatically creates a directory called POOL-RAD. Call up this directory (if you are not already in it), type START, and press the Enter/Return key. When two symbols and a path are displayed, find the first symbol on the outside of the translation wheel, and the second symbol on the inside ring of the wheel. Match the two symbols and read the word under the path from inside to outside.

For example if the computer displays:



The word is ZOMBIE. After you type in the translation (and press the Enter/Return key) the game loads and displays the Party Creation Menu.

How To Make Choices: POOL OF RADIANCE is controlled by using menus. On the menus, one letter of each word is highlighted. To indicate the command you want, press the key for the highlighted letter. For example, to see the Area you are in, press the A key.

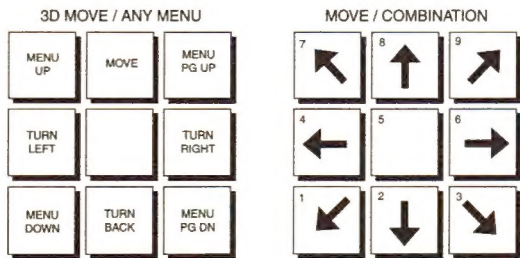
To select an item or character from a menu, highlight your selection and press the Enter/Return key. Use the Home and End keys to highlight items or characters on vertical menus (exception: use the up and down cursor keys when modifying a character).

Some commands, such as View, act only on a single character. Highlight the character you want and then press the key for that command (example: V for View).

Some commands are a toggle (example: selecting Characters On in the Pics menu toggles to Character Off - no character portrait in View - Selecting Character On turns portraits back on).

How To Move Around: Movement commands are given through the numeric key-

pad and/or the cursor keys. When you begin the game, you will be moving through a 3D view of the world. While moving in this view (or the Area map), use the cursor keys. The Up arrow moves you forward. The Left arrow turns you left. The Right arrow turns you right. The Down arrow turns you around.



While moving in the wilderness or in combat, use the numeric keypad for movement. You will move in the direction the key you press lies from the center of the keypad (pressing 9, for example moves you up and to the right).

To Begin Playing Quickly: Use the pre-rolled and pre-equipped characters from the saved game disk (or on your hard drive). Choose Load Save game from the Party Creation Menu. After the saved game is loaded choose Begin Adventuring. If you want to start your own characters, be sure to equip them before you start adventuring. A shop selling arms and armor is located at 8, 11. Pool your money. Use the View, Items, and Ready commands to prepare your characters' equipment. Make sure you have at least one platinum piece left. Use the Take command and have one character pick up all money. Go to the inn at 4, 12, pay the money, and rest to memorize spells.

Start adventuring in the slums. Return to the city hall periodically to collect commissions and rewards. Evil clerics Turn undead, they do not charm them onto your side. A character's portrait picture can only be viewed in the civilized area of Phlan. To "take back" a move in combat, press the escape key (Esc).

Differences in the IBM Compatible Version: This version of POOL OF RADIANCE differs slightly from the rules. Most of these differences are explained by the on-screen menus. Differences include:

Game Speed: Because different computer systems run at different clock speeds, the speed at which this game plays on your system may be faster or slower than you like. When in Combat, you can change the game speed by selecting the Done option and then selecting the Speed option. Once into the Speed menu, you can speed the game up by pressing the F key or slow it down by pressing the S key. The speed option controls the amount of time messages remain on the screen. NOTE: If you have a "fast" machine, such as a 486/ 50 MHz machine, it may be so fast that you may not be able to read messages - no matter how slow you set the speed. To work around this problem, use the Aim option to get information about your enemies.

Saving A Game: You may maintain up to 10 different saved games at a time.

When you save a game, choose one of the letters (A-J). When you load a saved game, the letters for games you have saved are displayed.

NOTE: The program only looks at the first 8 letters of a character's name when adding a character to your party. If you try to add more than one character with the same first 8 letters, only the last character will be added.

If the message TIME TO SAVE YOUR GAME appears, press the Enter/Return key and follow the normal save game procedure. This message will appear most often on machines with less available memory (384K). After saving, you will be returned to the DOS prompt where you may resume the game.

The following commands can be given at the Combat menu or while a party character is moving under computer control. Press the key to execute the command.

ALT Q: Sets all characters to computer control (Quick).

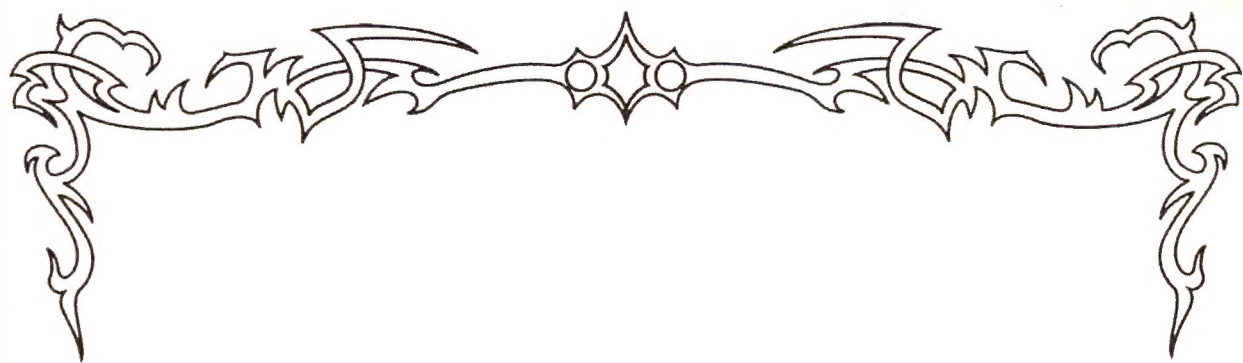
<Space>: Resets all characters to manual control.

CTRL S: Toggles sound on and off.

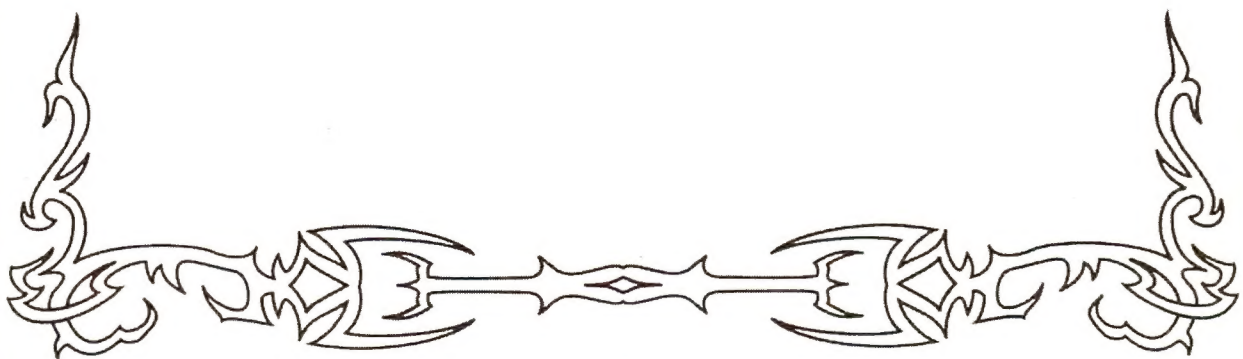
ALT M: Toggle magic on or off for characters set for Quick.

Characters set to Quick will always use Readied Magic Items. Characters with Readied arrows will use bows if no targets are adjacent.

Configuration File: The configuration file for the game is POOL.CFG. The first line of this file handles the display mode where C stands for CGA, E stands for EGA, and T stands for Tandy. The second line handles sound. P is for PC sound, T is for Tandy sound, and S is for silent (no sound). The third line is the path to game data. The fourth line is the path to save files. The fifth line is the introduction type - F is full intro and N is no intro. In order to reconfigure the game, delete the POOL.CFG file and restart the game.



Pool Of Radiance Journal



A History of Phlan and the Moonsea Reaches

A Discourse on This Area and its Problems

by Jeff Grubb

To most inhabitants of the lands of the Inner Sea, the Moonsea and its cities represent the border between civilization and barbarism. The Moonsea sits like a great plug straddling the territory between the Mountains of Vaasa and the Nomad Steppes, protecting the southern territories from the incursions of savage Northerners. To the south of the Moonsea lie the civilized lands of Cormyr and Sembia. To the north lay hundreds of square miles of cold and unforgiving waste. Even when the southern kingdoms are themselves besieged by orcish hordes, dragons, and fell monsters, they take comfort in the fact that, 'It's worse around the Moonsea.'

The Moonsea Reaches are defined by sages as being those lands bordering on the Moonsea and its major contributing rivers. These major rivers are the Tesh, flowing past the shadowed battlements of Zhentil Keep; the Wyrmsflow, a cold stream flowing from the east; the Duathamper, also called the Evenflow, beginning deep in the heart of the Elven Court and flowing north; and the Barren River which flows out of the Dragonspine Mountains and into Phlan. The River Lis carries the waters from the Moonsea south to the Inner Sea.

The Moonsea itself is an odd combination of abyssal deep spots, ship-ripping shoals, and rich fresh-water reefs. Despite this, travel across the Moonsea is generally safer than making the journey on land, so that most of the major merchant activity is by water.

This is not to say that the Moonsea is without dangers. While monsters are more infrequent along the Moonsea, those that exist are generally more powerful than their landed cousins.

Regions of the Moonsea are recorded as being haunted, and there have been numerous sightings of ghost ships.

The Ancient City of Phlan

Phlan was the first great city of the Moonsea, reaching its peak some thousand years ago. In those days, the Moonsea was better known as the Dragon Sea, named for the large numbers of great Wyrms that inhabited that area and the regions to the north. The Barren River was then called the Stojanow, a dwarvish word meaning 'Trade Route,' for it was down this passage the ore-laden barges floated, bound for the south. Early Phlan was a trading outpost on the north shore of the Moonsea, set up to facilitate trade between the Elves of Myth Drannor (the most powerful elven capital of the time) and the tribes of Thar, Vaasa, and the Ride, as well as the Dragonspine Dwarves.

Trade between the powerful elves, the wild humans, and merchant-dwarves was a great success for all sides. Soon Phlan was the most powerful city on the Moonsea, outshining its only rival, the Elven Docks of Hillsfar, on the south coast.

At this time, the elves planted the Quivering Forest north of the city. This copse was mildly enchanted, hastening the growing season to produce a great woods in the span of a human generation. Though the woods have been felled on a number of occasions, it has always returned to its original form, becoming a light woods within two years, and a deep shadow-filled forest by the end of a man's life.

The elves, the legend says, first discovered the Pool of Radiance. Its description has varied through the passage of the years. Many wise sages have declared it a myth and a con-man's gambit. The location of the Pool changes from tale to tale. Sometimes it is deep in the heart of an eternal wood, sometimes on an island circled by great wyrms, and sometimes in the heart of a huge solitary peak that rises above all others in the Dragonspine Mountains.

It is said that the pool glows with its own energy. Those that approach it feel new power within their bones, while an unreal melody holds them in a rapture. Legends say that the Pool's power created the Quivering Forest and caused the Sorcerer's Isle to appear.

The Pool is said to bring great power to the worthy, and death most horrible to the unworthy. Some tales say that the individual should drink it, bathe in it, or throw coins into it and wish. There are numerous folk tales of the wise fool stum-

bling upon the Pool, and gaining wondrous power or meeting a gory end. The abilities of the Pool change according to the needs of the tale-spinner. In any event, a trader or adventurer who encounters a sudden windfall or great riches is said to have "visited the Pool."

Whether the Pool is real or some literary invention, the First City of Phlan (also called Archaic Phlan) survived in peace for many generations of men. In the end, outside influences brought about its downfall. Settlers began to intrude from the lands of Cormyr and Sembia into the south of the Elven Court. At the same time, the beast-men of Thar, which are today called ogres, began gathering into large hordes, ravaging the countryside.

Phlan built mighty walls and withstood a decade of constant invasion. In the end, its fate was sealed by the elves withdrawing within the Court combined with the dwarves pulling back into western reaches of the Dragonspine Mountains.

With its trading lifeline cut, Phlan fell into disrepair. When the Black Horde finally demolished the city walls in the Year of the Tusk (112 Dale Reckoning), they found little but an empty husk. The greatness that was Ancient Phlan had passed.

Greathammer and the First Rebirth of Phlan

Phlan remained relatively uninhabited for the next 500 years. The city's position at the mouth of the Stojanow did make it a useful meeting place for traders. Twice during this period a pirate community grew on the ruins of Phlan. The first time they were burned out by a navy sailing from Mulmaster. The second time a group known as the Red Horde, led by a red dragon of incredible age, leveled the community. Following this attack, buccaneers never regained their power in the Moonsea (though small bands still persist).

With time, the civilizations of man moved further north, the greater beasts retreated, and many cities were founded on the shores of the Moonsea. Yet the beasts did not retreat far. Dragons nested in the Dragonspine Mountains, ogres raided from the Great Grey Land of Thar, and horrible undead things lingered in the swamps and in the passes through to Vaasa.

Hillsfar retained its elven ties and flourished even as Phlan's power was deteriorating, growing from a small town into a large prosperous city. The foundations of Zhentil Keep and Mulmaster were laid while Phlan lay in ruins. Small towns such as Melvaunt, Thentia, and Elmwood were started during this period. The inland city of Yulash, situated atop a great mount that dominates the southwestern corner of the lake, rose to the zenith of its power during this time.

In 712 DR, the year of the Moon's Tears, Milsor the Valjevo, Founder of the Valjevo Dynasty, journeyed to Phlan to re-establish the city as a

trading outpost. He was aided in his task by the Wizard Rimon and the Priestess Alonius of Tyr.

Milsor, Rimon, and Alonius gathered together interested adventurers and cleansed the city of the evil orcs and goblins that had made it their lair. They cleared the banks of the Stojanow and drove the arch-lich Zanakar from the Sorcerer's Island in the center of Lake Kuto. In return for his efforts, Rimon was given the Sorcerer's Island as his home. Alonius, in turn, was given a wide area in the recovered regions of Phlan as a temple to Tyr, the god of justice.

By 750 DR the temple complex had been finished. In its day, it was said to be the largest temple of good in the entire North. The city as well had recovered, and large numbers of immigrants arrived. Some were natives of other Moonsea cities seeking to make or expand their fortunes in the new lands. But others arrived as well, including men of the Dalelands and Sembians, as well as farmers and lumbermen, intent on making the region their home.

The newcomers built on the ruins of the old city, often not checking what had lay beneath their foundations. Some curious souls reported great, twisting passages leading far beneath the earth. Exploring such areas was first discouraged. It was later outlawed after a party of adventurers freed an extremely large beholder. The newcomers, led by Valjevo and his heirs, closed off the passages choosing to ignore the past and seeking only the future for their city.

The dalesmen spread up the Stojanow River. They diverted the river's flow and turned the rocky terrain into a rich landscape of fields and orchards. The reach of the farmlands extended from Lake Kuto to the city of Phlan at the mouth of the river. Some say the land was so rich because of the proximity of the enchanted Quivering Forest. Others ascribe the bounty to the wizardries of Rimon. Still others credit the series of dikes and levees that the farmers, aided by magical spells, used to harness the river itself.

Whatever the cause, the healthy harvests of the Stojanow River Valley provided Phlan with a solid trading base. For the next 200 years Phlan was the center of trade around the Moonsea. Its grains, fruits, and tubers filled vaults from Mulmaster to Zhentil Keep. It appeared that civilization, after a false start, had finally made a major foothold in the lands north of the Moonsea.

Such was not to be the case, for the forces of good and evil ebb and flow like the shores of the Moonsea itself. In the 195th year of Phlan, (907 DR), the golden age ended in rust. A plant rust, which affected most of the farmlands around Phlan, destroyed harvests for the next three years. Suddenly the Moonsea reaches were in the grips of a powerful famine, relieved at great cost with shipments from the south. There was great suffering, and other cities, once so enamored of Phlan's gentle power, were resentful that it had failed.

The native Phlanars were resentful as well. Their once good rulers had fallen into a sloth and ease in the centuries since the reestablishment of the

city. The Valjevo blood was said to run thin in the Princes and Princesses of Phlan. They reacted to the plague infesting the grain by first ignoring it, then setting up committees, and finally legislating it out of existence. Only when the magnitude of the problem became clear, did they act. Even then they failed their people, overreacting to the point of placing a ban on all shipments out of the city, seeking to keep what supplies were left for the native population.

The other cities, already angry with Phlan for its rising prices in the face of the plague, rebelled against this new measure. Fleets from Mulmaster and Hillsfar began to raid cargos destined for the city. Smugglers operated out of the Twilight March and Stormy Bay despite official attempts to enforce the ban on shipments.

A large land force equipped with siege machinery set out from Zhentil Keep toward Phlan. The force encamped at Stormy Bay while the ruling heads of Phlan negotiated to spare the city. In the end, the Keeper force was turned back through a massive payment to their leaders. These leaders were the first appearance in Phlan record of the Zhentarim, which would increase in power over the next 300 years.

During this activity, Rimon, now old in the ways that only wizards can be old, disappeared from his rocky abode. What became of Rimon is unknown, for the rulers of Phlan had not sought his council for a generation. Some say he became a lich himself, using the methods discovered by Zanakar. Others say that he sacrificed himself in battle on a far-distant plane in order to save the lands of Phlan. Still others state that he had found the Pool of Radiance and

became a great and powerful being in some other part of the Realms. Most likely Rimón merely fell prey to the effects of old age as all mortals do. Whatever the cause, Rimón was never seen again in the Realms, and his citadel became a haunted, abandoned ruin within a decade.

The Famine of the Red Plants passed after three seasons, and an abundant harvest returned to Phlan. But the harvests were never to be as great as before, nor the fruit from the orchards as sweet. Whatever magic, true or imagined, that had reestablished Phlan passed. The city began to become gray and ordinary, losing power to the Keepers and the men of Mulmaster. The golden age was over.

The Valjevo Princes, their blood thin indeed, continued for another century. The century was filled with petty wars between the various city-states. No longer the leading city of the Moonsea, Phlan battled with its rival more often. Piracy, or rather privateering, was on the rise, a situation that continues to this day among the city-states.

Phlan was wracked by interior torments as well. The people of the city were well aware of their loss of power and prestige. Farms north of Phlan were now being abandoned. Dark shadows lurked between the massive trunks of the trees in the Quivering Forest. An attempt to clear a path through that growth in 1023 DR resulted in the death of the last surviving Great Prince of the Valjevo family.

The death of the Great Prince resulted in a three-year civil war within the city, as various factions supported different candidates to take the mantle of the Great Prince. All candidates' claims upon the royal blood were questionable

and every faction sought to control Phlan's future through placing their choice on the throne. During this time, the great temple of Tyr was looted and burned, leaving only a great blackened shell. Many of the leading merchant families fled to other climes.

In the end, the last survivor was a young noble supported by a group of powerful merchants. They created the first Council of Phlan to act as regents for the youth. The Council spoiled the child, who grew into a spoiled man who was unable and unwilling to take the reins of power. He died without issue forty years later, and the Council has ruled ever since.

The Fall of Phlan

The last 300 years of Phlan have been a continual retreat from the greatness that once was. Smaller rural towns were abandoned in the face of increasing evil to the north. Sorcerer's Isle was said to be inhabited again by fell powers. The city fell back upon that which it did so well so long ago: trading. It began to serve again as the middleman between the new powerful Northern tribes and the established nations of the South. For a short time, about a hundred years ago, the awful tide of retreat seemed to be halted and the city was on its way to becoming a prosperous trading town once more.

Yet dark things continued to lurk on the borders of Phlan. Sorcerer's Island was said to be inhabited by Yarash, an evil mage who was said to be seeking Rimón's power, the Arch-Lich's

magic, the Pool of Radiance, or all three. The greatly diminished Dwarven Nations of Dragonspine reported great hordes of orcs and ogres attacking their citadels, and their barge trade came to a complete halt. Small towns and hamlets were raided and burned with increasing regularity, sending refugees to Phlan seeking passage to safer lands.

Then disaster struck. Raiders from the north, aided by dragons and other dangerous creatures, poured down out of the northlands. The Quivering Forest was burned in a massive fire that dominated the sky for a month. Monstrous hordes containing every imaginable creature marched with horrifying precision toward the city.

The Council debated, argued, and debated again while the hordes drew nearer, much as the last Valjevo Princes did in their long-ago folly. Finally, they chose to fight, but were overwhelmed by the forces of orc and dragon. Phlan burned and fell to the forces of evil, who looted and pillaged that which remained.

The last remnants of the Council stood their ground, trying to evacuate as many citizens as possible. Of the council members, the Last Priest of Tyr, Ferran Martinez, held the last garrison, Sokal Keep, which stood at the mouth of the Barren River. It is said that Ferran placed a terrible curse upon the Keep to prevent anyone from taking it.

In the end, even the waters of the Stojanow river turned poisonous and murky, and the river took its present name, the Barren. The rich farmlands of the Stojanow River Valley were laid waste and became known as the Scoured Lands.

The Reemergence of Phlan

That should have been the end of Phlan's story, but it is not so. Men remember the tales of Valjevo, who brought the first city of Phlan back from its ruins. Adventurers, smugglers, and small traders visited the region and brought back tales of Phlan under control of its evil masters. Many of the buildings were burned, but many others were spared. The shell of the temple of Tyr had been rebuilt, dedicated to some darker, more evil god. Zhentarim spies and agents of dark Vaasan nobles met and planned in Phlan, and the riches of the ages still survived for those who sought to look.

In time, more modest men returned to Phlan to rebuild her. A stockaded community rose from among the rubble of the past glories. These men intended to engage in the same profession as those before them, for Phlan still occupied a prime position for trading on the Moonsea. However, until the city was cleared, the Barren River made clean, and the competing city-states pacified, Phlan was likely to stay in impoverished ruins.

Two years ago, in the Year of the Worm, two things happened that would mean a change of Phlan's future. First was the Flight of the Dragons that surged through the northern regions of the lands of the Inner Sea. Due to a cause unknown, great wyrms come down from the far north destroying all in their path. These are not the rare, opportunistic dragons seeking alliance with humanoid tribes, but rather huge waves of angry scaled monsters, bringing destruction where they travel.

Many of the Moonsea and Daletowns suffered great destruction in

the battles that followed. Yulash was utterly ruined by the attack, and Hillsfar was greatly damaged. The most telling blow was delivered by the body of a great dragon that fell into the Hillsfar harbor, blocking that entrance for a month.

Much of Phlan was also smashed into a smoking ruin by these beasts. Strangely, it worked in the favor of those men who lived there. Most of the damage was taken in the already-ruined section of the city, where various evil warlords vied for control and riches. The attack of the dragons broke their power, creating a vacuum in the control of the city and giving the men of Phlan a chance to re-establish themselves and their homes.

Yet this would not occur without leaders, and the reappearance of the Council of Phlan was the second great thing to occur in the city. Descendents of the last Council still survived all the turmoil that had occurred, and many families wished to return to the land. These leaders were no great mages or wondrous fighters, but traders, merchants, and clerics. Their leaders, who remain to this day, were the shrewd and powerful trader Ulrich Eberhard, the retired mercenary captain Werner Von Urslingen, and the Bishop of Braccio of Tyr. They have been joined by their junior member, Porphyrys of the ancient House Cadorna.

Together the council has proposed exactly that which Valjevo accomplished so long ago, clearing the city by means of recruited adventurers. The promise of great treasure and the myth of the Pool of Radiance provided adventurers with an irresistible draw. The Council published notices and paid traveling bands to make sure that the story of Phlan's waiting riches was distributed all around the Moonsea and beyond.

Phlan Today

The city of Phlan, built on ruins upon ruins, is a city at war. It is divided between the human forces of the Council, and those evil forces that hold a great deal of the city under their sway.

The human territories of Phlan are nestled behind a strong stockade of stone quarried from the ruins and trees lumbered from the Quivering Forest. A substantial city-guard patrols the openings in the walls at all hours, always ready to repel any attacks by the old city's evil inhabitants.

The buildings of rebuilt Phlan are sturdy and utilitarian, with little of the splendor of the ancient past. The glories of the past shine through in an ancient column now used to support a stable's wooden roof or a faded fresco overlooking an adventurer's taproom. The past is always with the inhabitants of Phlan, reminding them of what once was and could yet be again.

The natives of Phlan are a mixed group, including descendents of the families of Valjevo's day and returnees who seek to reclaim lands and treasure lost to the dragon horde fifty years ago. The city is also filled with adventurers seeking new fortunes and traders hoping to reestablish the old trading lines.

Orcs and other generally evil humanoids are viewed with alarm within the city, though evil humans come and go unmolested with the ships. It is said that spies from the other cities of the Moonsea make regular calls with the ships, oversee-

ing the progress of the Council in re-establishing the city. If the Council is TOO successful, some say, then sabotage may be in order to prevent Phlan from returning to its former power.

The lands beyond the civilized stockade are wild ruins controlled by whatever local faction or tribe holds that piece of land. Control lasts only as long as the reach of claw or sword. Petty bands of orcs, goblins, and men vie for power, some led by more sinister monsters.

Much of Phlan's ruined greatness can be found in the Old City. The main sights include: the forgotten riches of the wealthy old noble's houses; Podol Plaza, the center of the old trading district; and the Old Temple, now dedicated to the dark god Bane. Valjevo Castle has been refortified and is being used as a headquarters for one faction leader or another.

Phlan remains now, as it has ever been, a city with the greatest of potential. In the cycles of its rise and fall, legends have arisen before. In engineering New Phlan's renaissance, new legends are sure to emerge.

The Phlan Area Bestiary

This is a list of some of the monsters found in and around Phlan and the north shore of the Moonsea. Most monsters can strike fear into the hearts of men, but some are more powerful than others. The monster's reputation is reflected in its monster level, listed as a Roman numeral after its name. Level I monsters are less powerful than a well-equipped beginning fighter. A Level VIII monster may be more powerful than several heroes.

Anhkeheg (VI): Large burrowing insects with great mandibles. These creatures have been known to spit a powerful acid.

Basilisk (VII): A giant eight-legged lizard. One of the most dangerous creatures in the realms because their gaze can turn creatures to stone!

Bugbear (IV): Hideous giant sized goblins who stand over seven feet in height. Bugbears look clumsy but are strong, quick fighters with great stealth.

Centaur (IV): These good creatures are half men and half horse. They are capable fighters and can be valuable allies.

Displacer Beast (VI): These creatures are large, black puma-like creatures with two tentacles sprouting from their backs. These creatures can appear several feet from their actual location.

Driders (VI): These creatures resemble a cross between a drow elf and a giant spider. They are powerful spell casters.

Efretti (VII): These large powerful jinn are from the elemental plane of fire. They are very arrogant and will only serve a powerful master

Ettin (VII): These creatures look like giant two-headed orcs. They have great strength and usually wield two spiked clubs that inflict terrible damage in combat.

Fire Giant (VIII): These evil giants have flaming red hair and are immune to all fire. They usually attack with giant two-handed swords.

Giant Frog (III): These are giant carnivorous frogs. They are fast, dangerous predators who may be poisonous.

Giant Lizard (IV): These are the giant cousins to the common lizard.

Giant Mantis (VII): These are the giant version of the common mantis. These creatures are fast, strong, and have good armor.

Giant Scorpion (VI): These are the giant version of the common scorpion. Its poisonous tail can kill a man.

Giant Snake (V): These are giant poisonous snakes.

Ghoul (III): These are evil undead whose touch may paralyze a man in combat. They feed on corpses and attack all living creatures on sight.

Gnoll (II): These creatures are hyena-headed humanoids who stand over seven feet tall.

Goblin (I): These are small humanoids common in the Realms.

Hill Giant (VII): These are one of the smaller, more stupid giants, but they are still tough opponents. They usually carry large clubs.

Hippogriff (III): These magnificent creatures have the forelimbs and head of an eagle and the body and hind legs of a horse.

Hobgoblin (II): These are human-sized, intelligent relatives of the goblin.

Kobold (I): These are small, cowardly humanoids who delight in killing and torture.

Lizardman (III): These are lizard-like humanoids. They are omnivorous but they have a particular fancy for human flesh.

Medusa (VI): These are hideous women with snakes for hair. They can turn a man to stone with their gaze.

Minotaur (VI): These are strong bull-headed humanoids. They are cruel man eaters, commonly found in mazes.

Mummy (VII): These are powerful undead with great strength. The mere sight of one has been known to paralyze a man in combat. The touch of the mummy causes a strange rotting disease.

Nymph (V): These are extremely beautiful creatures that appear as ever-young females. They usually inhabit wild lakes and streams.

Ogre (IV): These are large, foul-tempered, ugly humanoids. They are strong fighters.

Orc (I): These are evil, pig-faced humanoids.

Phase Spider (VI): These are giant poisonous spiders with the ability to phase in and out of this dimension. Usually they only 'phase in' to attack, then 'phase out' again.

Quickling (IV): These are small, fast-moving creatures. Because of their great speed they are invisible when they move.

Skeleton (I): These are the least of the undead. These animated skeletons are usually controlled by some evil force.

Spectre (VII): These are one of the most powerful of the undead. Their touch can drain the life out of men.

Stirge (II): These are small, blood-sucking birds.

Thri-kreen (VI): These are intelligent, carnivorous insect-men who live in burrows. They have four arms and a poisonous bite that paralyzes their foes.

Tiger (V): These are noble beasts who are both strong and silent. Though their normal prey are animals, they have been known to become 'man-eaters.'

Troll (VI): These are large, strong, ugly humanoids. They know no fear and can regenerate wounds.

Vampire (VIII): These are one of the most dreaded undead in the Realms. They can drain life levels, are strong fighters, and are sometimes powerful magic users.

Wardog (III): These are large, strong dogs, trained to kill. Orcs, goblins, and other evil humanoids are known to use them.

Wight (VI): Evil, undead humans whose touch can drain the life out of a man.

Wild Boar (IV): These creatures are the wild relatives of the pig.

Wraith (VI): These creatures are non-corporeal undead. Their touch can drain the life out of a man.

Wyvern (VII): These creatures are distant relatives of dragons. They attack by biting and using the poisonous sting in their tail.

Zombie (IV): Magically animated corpses controlled by an evil force. Zombies always fight back until destroyed or turned.

The Proclamations of The City Council of New Phlan

These messages are posted on the wall of the City Hall. They represent messages that the City Council wants to relate to the citizens and adventurers in New Phlan. When you go to City Hall the game will refer to the posted proclamations by number. Each proclamation begins with:

From the City Council of New Phlan to all brave and hearty adventurers:

Proclamation LIX

Be it known that the council is interested in reclaiming the remaining blocks of the city of New Phlan. To reclaim said blocks they must be first cleared of monsters, vermin, and other uncivilized inhabitants. To this end the council is offering a reward to any person or group who is responsible for clearing any block of the old city.

Proclamation CI

Be it known that the council, knowing that commerce is the life's blood of New Phlan, has decreed that Sokal Keep is to be cleared of all unlawful inhabitants. A reward is offered to the person or persons who successfully carry out this commission. All interested in applying for said commission shall present themselves to the clerk of the council.

Proclamation LXIV

Be it known that the council is interested in acquiring information as to the disposition of various formerly-living entities rumored to be harassing honest citizens in the vicinity of Valhigen Graveyard. A reward is offered to any person who shall travel to said graveyard and return an eye-witness account.

Proclamation CIX

Be it known that the council is offering an inducement to any individual who shall serve in the rescue force for the mercenary band of Taimalg-the-Invincible which has disappeared inside Valhigen Graveyard.

Proclamation LXXVIII

Be it known that the council is offering a reward to any person or persons who can provide information as to the disposition of several council agents who have been sent to investigate the unseemly happenings in the vicinity of Valhigen Graveyard.

Proclamation CX

Be it known that the council is seeking a stalwart band to undertake a mission of particular sensitivity. Any brave and clever band of adventure seekers who are not adverse to earning a large reward should present themselves to the council clerk for a special commission.

Proclamation CXIV

Be it known that the council is offering a special reward for the safe return of the heir to the House of Bivant. Said minor was carried off during a buccaneer attack on the merchant ship in which he was sailing. Apply to the council clerk for the council's commission and additional information as to the abduction.

Proclamation CXX

Be it known that the council has decreed that the threat of the pirates who plague eastern shipping to New Phlan will be eliminated. The council offers a generous reward for the exact location of the pirates stronghold in the Twilight Marsh. An even greater reward is offered for the elimination of the pirates as a threat to shipping. Apply to the council clerk for a commission.

Proclamation CXXVI

Be it known that the council is offering a reward for all books and tomes containing information about the fall of Phlan. The amount of said reward to be dependent upon the value of the information provided.

Proclamation CXXIX

Be it known that the council has decreed that the foul poisoning of the river formerly known as Stojanow is to be brought to an end. Accordingly, a reward is offered to any group which shall travel up the river currently known as Barren, locate the source of its poisoning, and eliminate said source. A commission may be obtained from the council clerk.

Proclamation CXXXIV

Be it known that the council has declared those individuals who have taken up residence in the mansion of the former Koval Family to be traitors and thieves. Be it further known that a reward has been offered for the elimination of these outlaws. A commission to rid the city of this blight may be obtained from the council clerk.

Proclamation CLIV

Be it known that the council has proclaimed a generous bounty for each undead killed. Be it also known that in addition to said bounty, the council is willing to provide a special enchanted item, useful in the destruction of undead, to any group of adventurers which accepts the commission to cleanse Valhigen Graveyard. Apply to the city clerk for said commission.

Proclamation CLVI

Be it known that the council is seeking a hearty band to undertake a mission to rescue the Duchess of Melvaunt. The duchess is supposedly being held by a band of ogres in a camp to the northeast of Phlan. A generous reward is offered for the safe return of the duchess. Apply to the council clerk for commission and additional information concerning the abduction.

Proclamation CLXX

Be it known that the council is interested in obtaining information concerning bands of insect men known to plague the grassy planes to the west of New Phlan. Said insect men are a hazard to transportation to and from Zhentil Keep. A reward is offered to any person or persons who return with complete infor-

mation on the location, disposition, and intentions of the insect men. Apply to the council clerk for a commission.

Proclamation CXC

Be it known that the council is interested in obtaining information about the disposition of various hobgoblins believed to be gathering in support of forces bent upon the destruction of our fair city. A generous reward is offered to any who shall scout out the doings of these foul creatures and report such to the council. A larger reward is offered if the marshalling of said hobgoblins can be prevented. A commission may be obtained from the council clerk.

Proclamation CCI

Be it known that the council is interested in clearing obstacles to establishing a trade route to the east. Said obstacles currently include an infestation of lizard men in the swamps to the east. A reward is offered to any who can locate the source of the infestation and remove the lizard men as an obstacle to trade. A commission may be obtained from the council clerk.

Proclamation CCIV

Be it known that the council is interested in obtaining information about the disposition of various kobolds currently believed to be gathering in support of forces aimed on the destruction of our fair city. A generous reward is offered to any who shall scout out the doings of these foul creatures and report such to the council. A larger reward is offered if the marshalling of said kobolds can be prevented. A commission may be obtained from the council clerk.

Proclamation CCXIV

Be it known that the council is interested in obtaining information about the disposition of a large nomad band currently believed scouting the approaches to our fair city. A generous reward is offered to any who can prevent said nomads from joining with the force now gathering to attack New Phlan. A commission may be obtained from the council clerk.

Journal Entries

These entries include items which the adventurers might copy or file in their journal as they travel. During the game these entries are referred to by number. When the game refers to a journal entry read the specific entry and place a checkmark in the margin to keep track of which entries have come up in the game. Do not read ahead to other journal entries; some entries are false and may lead your adventurers astray.

Journal Entry 1:

A loud voice coming from a magic mouth cast on a stone tablet.

'I am Yarash the Sorcerer!

'Be known that for every living giant insect you return to Sorcerer's Island I will pay a generous bounty, including a weapon empowered by magic. I will pay for giant insects such as thri-kreen, giant mantis, and anhkheg. The insects may be bound by magic but dead insects are of no use to me.

'Bring any bodies to the northern river mouth on Lake Kuto. Call the name of 'Yarash' loudly three times and I shall come. Do not call unless you have something for me. I shall be very angry if I am disturbed without cause!

'I am Yarash the Sorcerer!'

Journal Entry 2:

Told in a painful whisper.

'I never liked pain. Let me go an' I'll tell ya of the kobold treasure horde. We attacked a gold shipment once -- took it by surprise. Thirty times my weight in gold pieces were taken. We knew if we were raided we'd lose the stuff in the treasure room. So we hid it behind a secret door in the warrens -- that's where we keep the womenfolk. They tossed me in here ta die, so it don't do no harm ta tell ye. Find it and good riddance.'

Journal Entry 3:

An old leather-bound book, written with a small, firm hand.

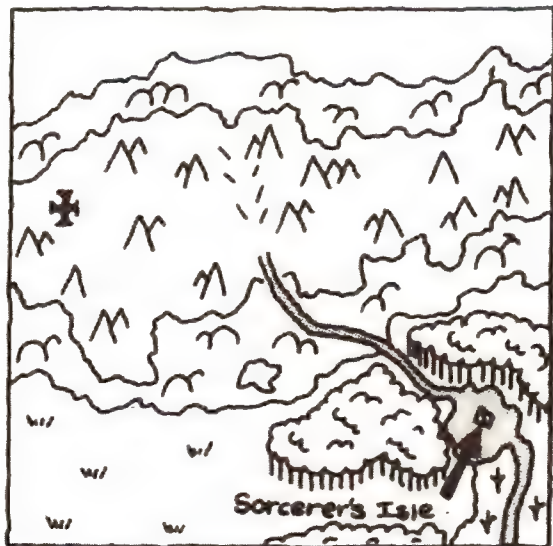
'The hordes came again last night. Their coordination was frightening. Under the cover of darkness, goblins and kobolds pushed bundles of sticks to within bow range. These bundles formed a wall that protected the small ones from our archers. Once the wall was erected our archers took up safe positions there and began pelting the castle walls with arrows.

'We tried shooting flaming arrows at the wall of sticks to set it afire. Monsters are normally afraid of fire. But these monsters showed no fear. They simply scooped dirt on the flames to put them out. Before all the fires were out they had resumed firing at us. Surely, some unnatural force must have been at work to weld these quarlsome beasts into an organized fighting force.

'I do not know if we can combat the monsters onslaught much longer. We lost 12 more men last night. The monsters seem to have an unlimited number of reinforcements. The Last Priest of Tyr, Ferrann Martinez, says he has a way to protect the keep, but he says that it's so terrible that it may only be used as a last resort. Unless we receive reinforcements shortly, Ferrann Martinez is our only hope.'

Journal Entry 4:

A roughly drawn cloth map.



Journal Entry 5:

A small piece of parchment folded into the spine of a family's holy book.

'The family treasures are buried in the tunnels beneath Kuto's Well. Climb down the well and search for a secret passage. In the passage there is a dangerous trap. Search the walls until you find the lever to disarm the trap. Then proceed through the passage into an adjacent chamber. The treasures are buried in the southwest corner.'

Journal Entry 6:

A quickly scratched note.

'Show the Boss's Seal to the thri-kreen guards. Be careful, they are wary of out-

siders. Keep your hands away from your weapons no matter what they do.

'With the seal you should gain safe passage in to see the Queen. She will give you the artifacts in exchange for the seal and the treaty. Do not do anything to get her mad, the bugs would just as soon kill you as look at you. Once you have the artifacts, get out of the stinking burrow and get back to the castle.'

Journal Entry 7:

A tightly bound scroll, seemingly immune to the ravages of time.

'Fountains and pools hold great power that can only be reached by performing proper ceremonies. Most sure of these is immersion, for in this way the bather surrenders himself to the spirit of the water. That spirit, or some portion of it, enters into the bather, whereby he gains great powers. Woe to the weak willed whose spirits are sure to be consumed by spirits that put even the strong at great risk. Yurax holds that the Falls of Ice are greatest of all these. Morden writes that the Pool of Radiance is greater still.'

Later in the book,

'Places of magical power are not necessarily tied to one physical location. Power often moves from plane to plane along the path of least resistance. The termination of the path determines the place's location on this plane. Volatile upheavals between the planes may lead to a change in the path of least resistance. This can change

Adventurer's note: Legend for all maps...

M = Mountains

Y Y = Swamp

~ = River

□ = Travel route

∩ = Hills

w/ = Grass land

✝ = Target

∩ = Hills with cave

— = Waste land

☪ = Water

☪ = Forest

where the path terminates on this plane, thus moving the place of power.

'Some who wield strong supernatural forces can bend the path like an engineer damming a river. When the path is bent, it can terminate in a new location, moving the place of power on this plane. If the supernatural force that bent the path is removed, the path will snap back to its original form and the place of power will return to its original location. Such disruption can have violent and unpredictable results.

'Thus, inter-planar upheavals and directed supernatural forces may hold the answer to the seemingly ever-changing location of places of power, such as the Pool of Radiance.'

Journal Entry 8:

A rugged popular account of the northern lands.

'Ten days ride north of the Varm is a barren and dead country called the *Lee-wai*, land-in-pain or land-of-caused-pain. Further to the south this place is known as the *Tortured Land*. It is said to be an evil place, shunned by the Riders. They speak little of this land. But, yearly, during *Ches*, they make a trip into its heart. There they go to praise the spirit of a glowing spring. This they have done for ages and so shall they do for years to come.'

Journal Entry 9:

Several pieces of paper with highly organized writing.

Fact: Joran Alberach is a special envoy, from Zhentil Keep, to the City Council of New Phlan.

Strong Rumor: Here to negotiate a military assistance agreement between Zhentil Keep and New Phlan.

Rumor: Zhentil Keep wants an ancient powerful artifact in return for their military cooperation.

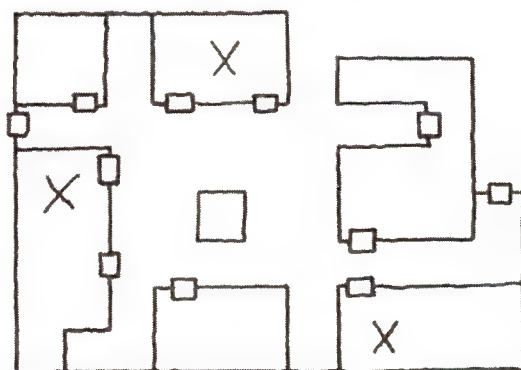
Rumor: The New Phlan City Council has such an artifact that was found in the ruins of a recently reclaimed building.

Vague Rumor: Joran Alberach wants the artifact for himself, not for the rulers of Zhentil Keep.

Journal Entry 10:

A crude map scratched onto an old piece of parchment.

X= BAD THINGS



Journal Entry 11:

A mangled page of fine paper with entries written in a very fine hand.

'He is livid about the undead coming out of Valhingen Graveyard. Three times He has sent assault groups, three times none have returned. He dares not send any of the priests of Bane to clear the graveyard. He assumes that if a priest could wrest control of the undead from their current master, that the priest would then become a threat to His power.

'I suggested that if we could neutralize the power that leads the undead, that we could then use the undead as a tool.

He thought on this and then ordered me to find out who or what is in control in Valhingen Graveyard. Preliminary investigation shows that the graveyard is controlled by a being of great power, perhaps a vampire or a demon. I shall expend a few scouts and low level priests to find out more information.'

Journal Entry 12:

Message scratched into the wall over the pool.

Beware the power of the pool.

Death to those unworthy of the gifts of the pool.

Power to those who will use the gifts of the pool wisely.

Bathe in the pool if you dare.

Journal Entry 13:

A flowery note written on stationary emblazoned with the symbol of the City Council of New Phlan.

'With the artifact and agreement in this pouch we have made our final concessions to your demands. We have given you everything you have asked for. This should settle our differences and cement our alliance.

'Now that we have delivered our part of the bargain we will expect you to uphold your end. Use this protected pouch and our representatives to deliver your part of the bargain to the city council. Remember to include all of the magical items we agreed upon.

'With the buried riches in the reclaimed Phlan, and the might of Zhentil Keep we will be able to control all of the northern shores of the Moonsea.'

Signed

Porphyrus Cadorna

City Council

New Phlan

Journal Entry 14:

Several pieces of paper with highly organized writing.

Fact: Porphyrus Cadorna is the last known surviving member of the Cadorna Clan.

Strong Rumor: rising star in city politics and on the City Council.

Rumor: very charming, has many admirers, but no known mate.

Rumor: vindictive, likes to get his own way and remembers when he is (in his mind) double crossed.

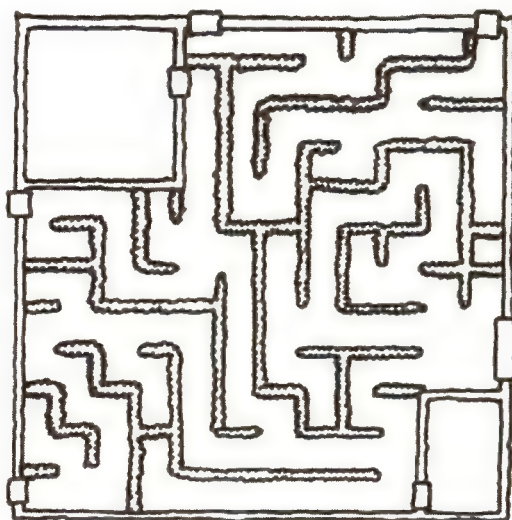
Fact: has contacted thieves to have them gain him information on the Pool of Radiance.

Fact: has hired a number of mercenaries through the thieves (we received our normal cut).

Vague Rumor: is using mercenaries to find Pool of Radiance.

Journal Entry 15:

A clean map drawn with exact lines.



Journal Entry 16:

Told in a proud, haughty voice.

'I am a princess of a tribe of nomads to the northwest. My father is an old fool. He wanted me to marry King Al Rasid, to cement an alliance. I had more impor-

tant things to do, than be tied down to an aging monarch. When I marry, it shall be to someone who has the same taste of adventure and the same skill with a sword.

'Well, Father was insistent and his subjects supported him, so I left to seek my fortune. Kobolds had been raiding our tents upon occasion, so I headed this way. If I could end the threat, then I'd have more leverage with my tribe. However, two nights ago, I was ambushed by these worms -- knocked out and bound up. I finally got myself untied a little while ago and was working my way out of these caves, when you showed up.'

Journal Entry 17:

A quick note on an often used piece of paper.

'I must find some hardy allies in case this monster from Phlan sends his troops to attack my island. I need a small, intelligent party who can move through the civilized areas without notice, but who have the skill to traverse the uncivilized areas and the wilderness. I must watch the next groups to come to the lake and see if any would make proper allies.'

Journal Entry 18:

A ratty piece of parchment with large writing on one side.

'Hold the Sokal Keep on Thorn Island at all costs. If attacked, sacrifice your troops as necessary to hold out until relieved.'

'In your deployment set two squads of hobgoblins to patrol Thorn Island at all times. At least 2 squads of archers are to be deployed on the walls at all times. Let the pack of wardogs loose to cover the island several times a day at random intervals. Set pairs of kobolds as observers

in hidden locations around the island.

If Thorn Island is invaded immediately dispatch a message back to the castle. We will send over however many reinforcements are necessary to hold the island.'

Journal Entry 19:

A black bound tome written in a strange halting hand.

'...and settled foremost in the hall of Minor Courtiers were the lesser powers: Maram of the Great Spear; Haask, Voice of Hargut; Tyranthraxus the Flamed One; Borem of the Lake of Boiling Mud; and Camnod the Unseen. These too fell down and became servants of the great lord Bane.'

Journal Entry 20:

Told in a pained voice.

'We just got the cut through to the beastie's lair when I injured my leg. King decided there wasn't much use fer me anymore. Made me a proposition though. Said if I went into the lair and brought out the treasure, he'd feed me till I stopped breathin'. Best deal I had, so they tossed me down here. Not bein' a fool, I lit out for the deepest hidey-hole. Thankfully the beastie was asleep. I can still move real quiet when I must.'

'Anyway, if there hasn't been much of an alarm, then drunken Ferd must be on watch at the rock. He's the king's son, so he ain't here with me -- worthless sot. If he's there, he's got less brains than a fermented rat, just act officious and he'll take ya ta the king. Wouldn't mind hearin' of that tyrant's demise. Ya seem just the types ta do it too.'

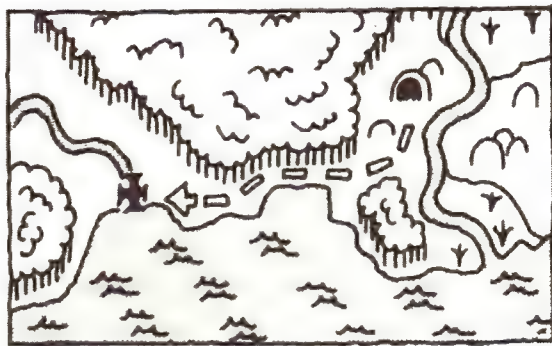
Journal Entry 21:

A crumbling old book; one of a massive series.

'At this time there ruling the Twisted Ones was a powerful general named Tyranthraxus. He strode before his armies cloaked in flame and led the Riders out of the Waste. At his hand the kingdom of Barze was conquered. Turning south he led his army to conquer the Horreb and the Vane. Tyranthraxus was a cruel man and leveled all that he had taken, murdering the princes of these lands. But the flame that surrounded him consumed him, destroying his body. Freed of its shell, it flew among the men of his army, lighting on each and claiming it. It was then when Baron Schodt imprisoned Tyranthraxus in a vial of water which shone like the light of day. This he sank in the watery depths of Lake Longreach, defeating the armies Tyranthraxus had raised.'

Journal Entry 22:

A new folded cloth map drawn in waterproof ink.



Journal Entry 23:

Several pieces of paper with highly organized writing.

Fact: Ulrich Eberhard is old, hard headed in every sense of the word, leader of the initial expedition to retake Phlan.

Strong Rumor: unfaithful to his wife, but she knows, though he doesn't know she knows.

Rumor: hates monsters, with a passion; would kill every last one before surrendering.

Vague Rumor: angry attitude is a cover; he is actually paid by The Boss.

Rumor: opposes rise of Porphyrus Cadorna as a, 'Young upstart who doesn't respect his elders!'

Journal Entry 24:

A piece of old, expensive paper written in a dried brown fluid.

'Cursed is the child Porphyrus. He who was visited by the spirit of fire in his cradle. He who burned his nursemaid, and he who called the armies of the night down from the mountains.

'Possessed is the one called Porphyrus. When the spirit of evil is in him you can see the fire in his eyes. When he is possessed, the ground trembles with his power and the nearby plants wither as if exposed to a great heat.

'None of the servants will go near the child any more. I think he should have been drowned at birth. But his mother is blind to his possession. She guards him like a tigress protecting a kitten. I think he has ensorcered her.

'For now we have no choice. We will evacuate the city by ship on the morrow. And the accursed child shall come along. I swear that he smiles every time there is an explosion, or anytime you hear a man scream. Saints preserve us all from this demon child.'

Journal Entry 25:

An official-looking notice.

'The number of undead creeping out of the Valhingen Graveyard is increasing. These undead have disrupted training,

destroyed property, and killed many of our troops. Patrols have been sent into the graveyard to reconnoiter and determine the source of the undead. None have returned. Under your responsibilities as a priest of Bane in the city, you must help combat the menace.

'Lead a group of acolytes into the graveyard with the purpose of discovering the source and leader of the undead. If your group can engage and defeat the leader, or destroy the source, do so. If your group is outmatched, return with your information so that we can form an assault group with clerics and troops. Upon completion of this mission you will be in line for promotion to the next higher rank in the hierarchy of the temple of Bane in Phlan.'

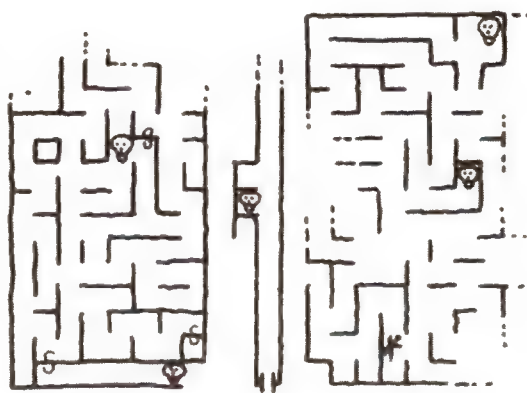
Signed
The Boss

Journal Entry 26:

A small bound book.

'I have charted this maze as closely as I can. My way is blocked by both stone and mystic death traps. Yarash must have used his magic to escape this place. I can find no other way out.'

⚔ SECRET DOOR



'Yarash has been breeding creatures for increased ferocity. Most of his experiments fail. Few live long enough to mature. None that mature have yet bred

true. The bodies of his failures are often used as food for his newer creations.

'I do not know what Yarash intends to do when he completes his hideous experiments. But I must assume that he will turn his abominations loose on the world. To these creatures Yarash will be their creator, perhaps even their god! The idea of Yarash as a god to anyone sickens me. I must find a way to stop him.

Journal Entry 27:

An impressive announcement.

'BOUNTY of 10,000 GOLD!

'I will pay 10,000 gold pieces for a live sahuagin! I will pay 1,000 gold pieces for a recently dead sahuagin in good condition. I need a specimen of this man-like salt water aquatic creature for my studies.

'Bring your specimen to the shore of Lake Kuto and build a fire as a signal. Your specimen will be examined. If it is truly a sahuagin you could end up with 10,000 gold pieces. But beware, I will know any forgeries, and I will punish any attempt at deception.

'So, capture a live sahuagin, bring him to Lake Kuto, and walk away a rich man!'

Signed
Yarash the Sorcerer

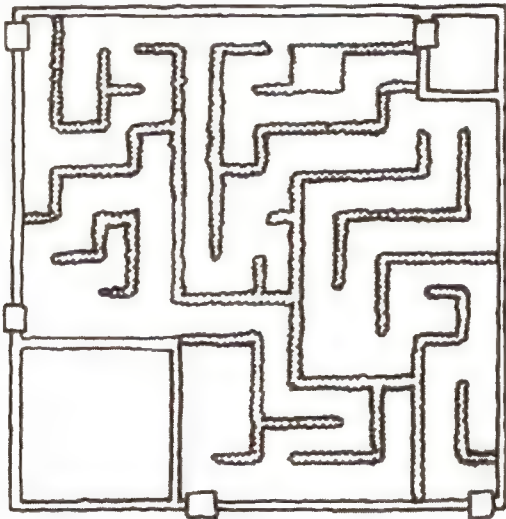
Journal Entry 28:

A crude map burned into an animal skin.



Journal Entry 29:

A clean map drawn with exact lines.



Journal Entry 30:

Carefully prepared notes.

Note 1: 'Tyranthraxus is definitely a product of immersion in the Pool of Radiance. His extraordinary brilliance, vigor, charisma, and power of command must be a direct result of exposure to the effects of the Pool.'

Note 2: 'The Pool of Radiance may grant special magical abilities. Tyranthraxus exhibits a fiery aura, obviously magical. He also seems to have extraordinary means of obtaining information. Special magical powers granted by the pool would explain both the aura and the extra information gathering capability.'

Note 3: 'Tyranthraxus tells stories about moving down from the north. Though he never mentions the Pool, I gather that it is northwest of the Dragonspine Mountains. Strangely, he occasionally lets slip that he is never far from the Pool, but that must be a parenthetical reference.'

Journal Entry 31:

Told in quiet, hissing speech.

'Thank you for saving my children from the Mutilator Yarash. In return I will aid you in what way I can, though that may not be great.

'I have lost much of my following to young Drythh who listens to the false promises of Tyranthraxus... that if he brings troops to invade Phlan, he will rule the riverbanks.

'So, Drythh and his followers have been proving themselves in raids upon the kobold caves to the southwest and the hobgoblin caves to the south.

'For some time my followers have been disappearing. But, when you freed my children from the clutches of the evil Yarash my status was increased. Drythh kept quiet for a time, but once again the young warriors listen to him and not to me.'

Journal Entry 32:

An announcement on rugged paper written in large clear symbols.

'Be it announced that Mace, the former cleric of our lord Bane, is hereby ejected from the church. His crimes include refusal to follow temple dictates, unauthorized performance of major miracles, and the great heresy of placing other gods above our almighty lord Bane.

'All loyal followers of lord Bane must report Mace's presence on sight. He is to be captured, brought before a loyal tribunal for fair and just judgment, and then burned at the stake.'

Journal Entry 33:

*An official looking notice
Yarash,*

'The time has come for you to add your power to the growing legions of my fol-

lowers. Come and supplicant yourself to me and I will reward you as an important officer in my magical forces. You will serve as the advisor to the cohort of soldiers to be based at Sorcerer's Island. Resist and you shall be crushed before my almighty power. I expect your positive reply within the week.'

Signed,
The Boss

Journal Entry 34:

Told in a triumphant tone.

'You have no understanding of the subtlety of Tyranthraxus and his allies. Here you have trusted me enough to let your guard down. Now you are my prisoners.

'My kobold friends deserve some reward for their help. Therefore, you are to be taken to their pit. There, unarmed, you shall fight Bersheera, my pet serpent. He should be hungry now, merchants don't satisfy him for long.'

Journal Entry 35:

Told in halting speech.

'Thank you for freeing us. Yarash has been experimenting on our people, changing them in horrible ways. Every night we carry off another lizard man with his chest burst open or his head mangled. Yarash say he make us like Sa-Hag-An. He always say that he make us stronger, better hunters. But all he make us is dead.

'We were not allowed to speak when Yarash was around. These marks were passed down to us and remind us of home. They represent the friend word used between lizard men of different tribes. If you meet lizard men on the outside, this word may help you.'

The lizard man carefully scratches marks into the dirt. You recognize the marks as two runes and a path symbol.



Journal Entry 36:

Carefully prepared notes.

Note 4: 'He has fooled me. All this time he has called himself Tyranthraxus the Flamed One. He exhibited his flame, and spoke of deeds attributed to Tyranthraxus. But today, while he did not know I was around, he revealed his true identity. He spoke into the great pool in his lair. I think he spoke to Lord Bane himself. And he referred to himself as Maram. Maram, he of the great spear, is also a servant of Bane.

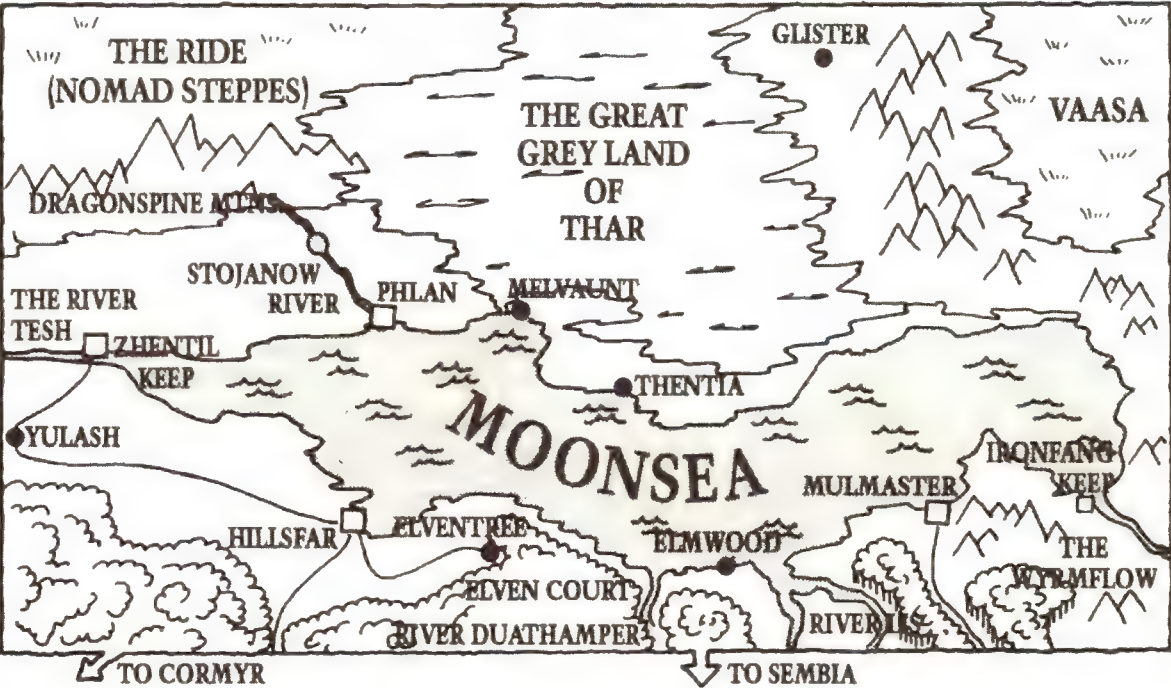
'Why would my leader use a false name? He hides his identity from the world, so that they do not research his past and discover his weaknesses. What if he also hides his identity from his closest advisors, so that they also cannot know his true abilities and weaknesses. Anyone who attacked him, thinking to utilize the weaknesses of Tyranthraxus, would be destroyed by the different powers of Maram of the Great Spear.

'My research into Tyranthraxus is now useless. I must scour my records for details concerning Maram of the Great Spear. I have much work to do.'

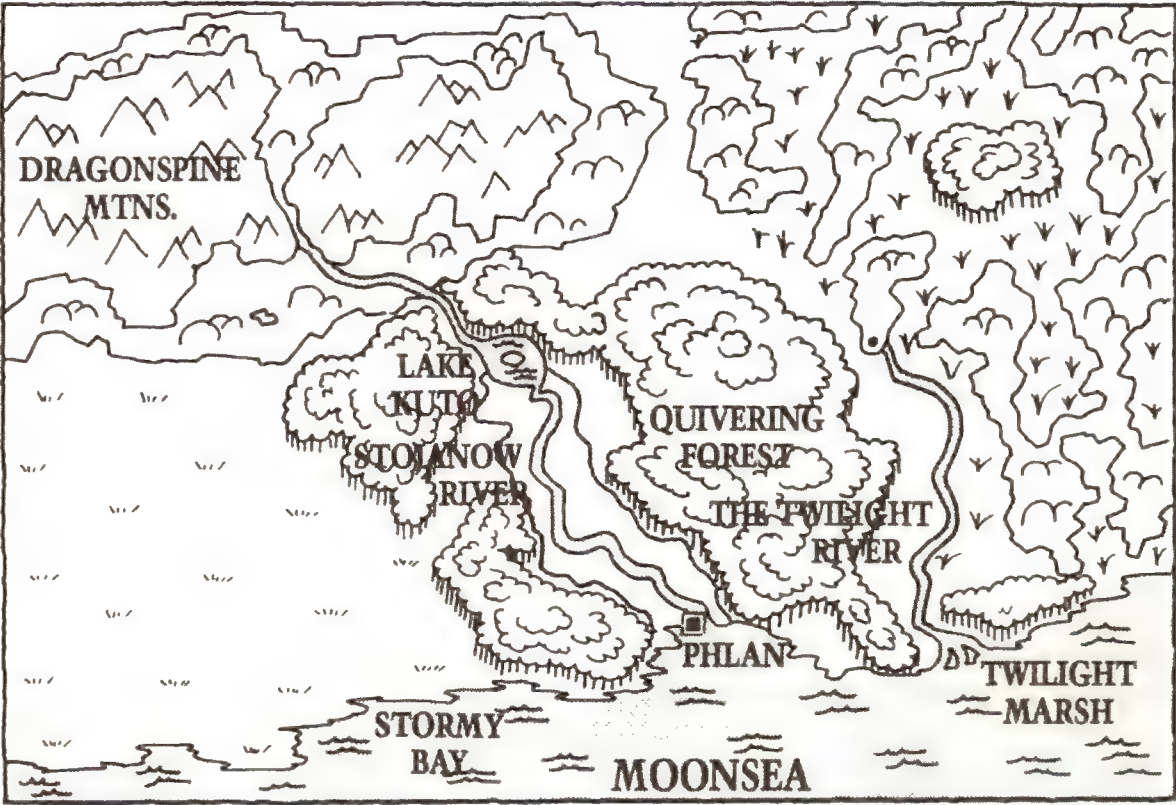
Journal Entry 37:

A massive atlas drawn by the great mathematician Tomarus.

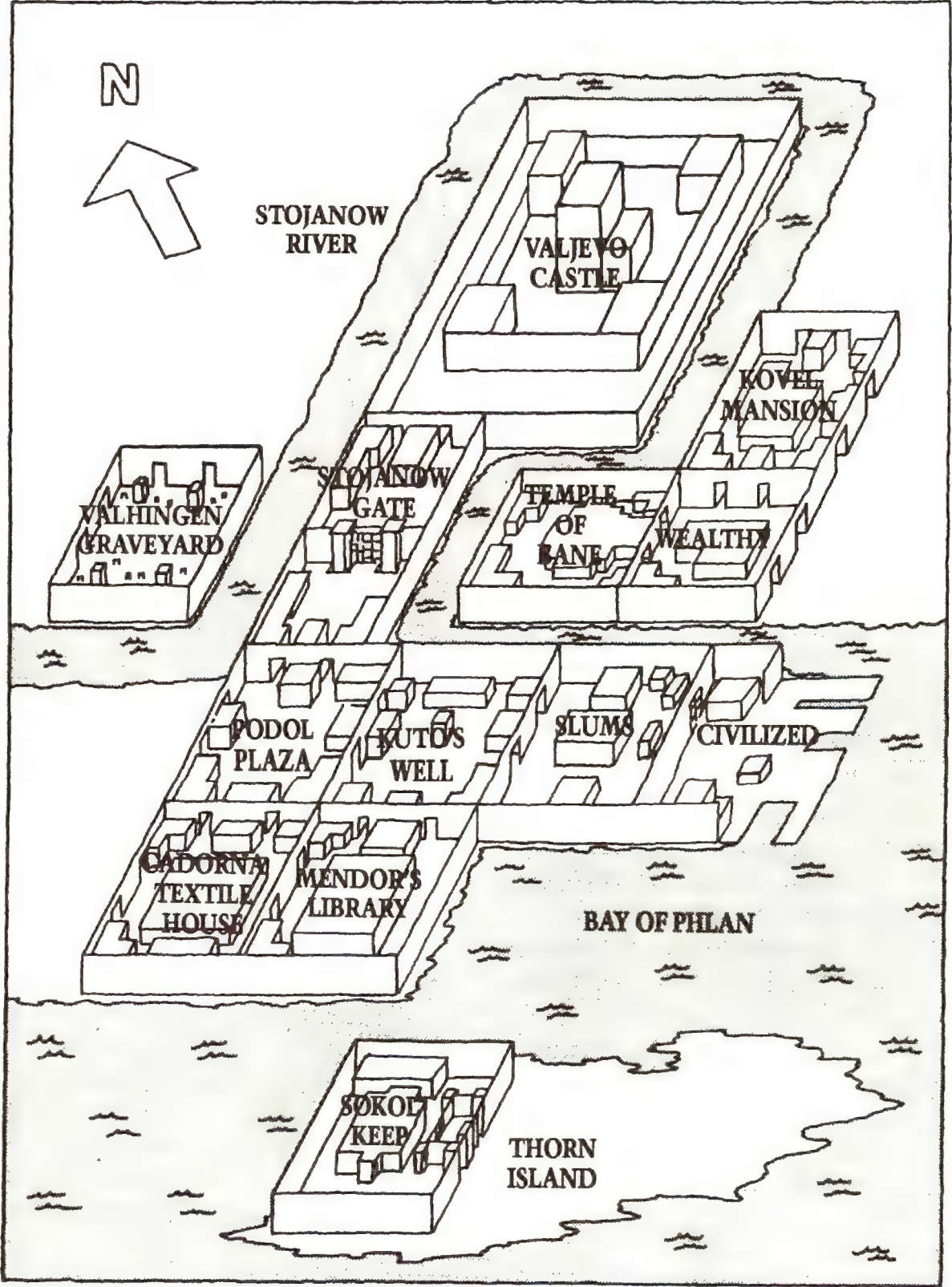
THE MOONSEA



AREA NEAR PHLAN



PHLAN



Journal Entry 38:

Several pieces of paper with highly organized writing.

Fact: Werner von Urslingen is a retired mercenary captain turned business man.

Strong Rumor: mostly interested in the military aspects of the reconquest of Phlan.

Rumor: fought in a mercenary unit hired by The Boss early in his career.

Rumor: hates Zhentarim because he fought in a unit against them several times.

Rumor: has strong contacts with other mercenaries and some ruffians in town; none of our informants confirm such contact.

Vague Rumor: Von Urslingen's unit was wiped out by enemy magic users; he was the only survivor; he retired and now secretly hates magic users.

Journal Entry 39:

A preserved parchment covered with giant script.

'I am writing to you to describe my further inquiries into the legend of the Pool of Radiance. It seems the pool has moved several times. Long ago, at least one wise wizard actually moved the pool into his abode for a period of time to study it. However, the pool seems to return to its original location after every

move. I am now watching the dry hole that is the pool's natural location. When it returns I will be ready. I truly believe that the Pool of Radiance is the key to the secret wisdom that I seek.'

Yours in wisdom

Sorrassar

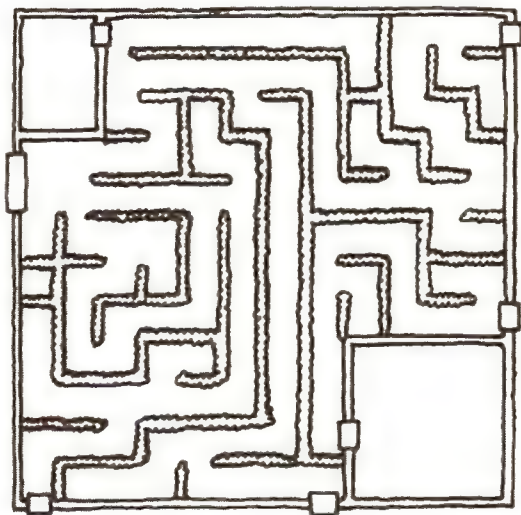
Journal Entry 40:

A quick note on an often used piece of paper.

'Both kobolds and hobgoblins exist in large numbers to the east. Experiments show neither makes good breeding material.'

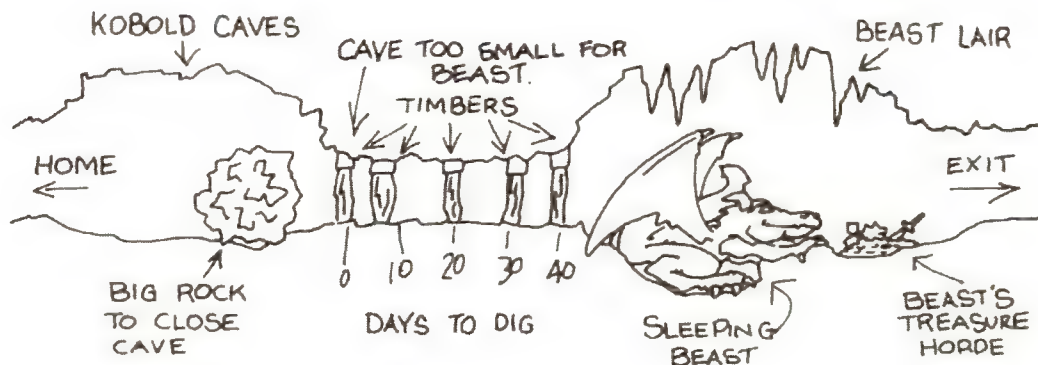
Journal Entry 41:

A clean map drawn with exact lines.



Journal Entry 42:

A sketch drawing.



Journal Entry 43:

A loosely wrapped scroll.

'Aramalg-the-Good, paladin and brother of Taimalg-the-Invincible, and Sarasim of Teshwave, the high priestess of Sune, attacked the denizens of the Valhingen Graveyard with a holy vengeance. They came in search of Taimalg and his mercenary band, who assaulted the graveyard and did not return.

'Sarasim used her holy power to dissipate and turn the undead that confronted them. Aramalg wielded his vorpal sword and slew the few that fought her power.

'Together, Aramalg and Sarasim penetrated the graveyard to an evil marble crypt. They found and splintered an empty coffin, blessing the remains and sprinkling it with holy water. Then they confronted the owner of the coffin, a creature of great evil and the leader of the undead in Valhingen, an ancient vampire. The three began a furious melee.

'The vampire was swayed by Aramalg and Sarasim's power, but would not be turned. The vampire shouted, 'I have defeated Taimalg and his warriors, I will defeat the brother of Taimalg as well!'

'The vampire summoned an army of rats and tried to charm Sarasim to his side, but to no avail. Sarasim resisted his charm and Aramalg charged through the massed vermin. The vampire fell before the mighty blows of Aramalg's holy sword and Sarasim's enchanted mace.

'Defeated, the ancient vampire dissolved into gas and fled to his coffin. Finding the coffin destroyed he returned to solid form and screamed. Seizing the moment Aramalg grabbed the vampire and held him with all of his strength. Sarasim ran up and drove an oaken stake through the vampire's heart.

'Aramalg and Sarasim performed the proper rituals to banish the vampire forever. Then, wounded, Aramalg and Sarasim left Valhingen Graveyard. It was beyond their power to completely cleanse the evil place, but they had extracted proper vengeance for the death of Taimalg and his troops.'

Journal Entry 44:

A cleanly written note on standard paper found on the body of a dead trader.

Aleram,

'Hello my good friend. I hope you and your brood are well. I am tired; tired of trekking through unspeakable swamps and over unclimbable mountains to take my meager wares to ungrateful customers.

'Only one event has saved this year's sales. I found a castle full of happy folk who were very good customers. They were starved for goods and news from the outside world. And well they should be, their castle was in the middle of a small forest, and the forest was in the middle of a swamp!

'These people seemed to know nothing of recent events. They still spoke of Phlan as if it were in its full flower. And they paid in old Phlanian Gold Sovereigns, double the weight of the newer gold coins!

'Though they were out of date, they were very friendly and prosperous. I saw more than one gem glitter in the sun, and several swords showed a flash that made me think they were magic. If you are willing to dodge the vermin of the swamp I would add this castle to your trading route. Speed to your horse, strength to your arm, and skill to your trading.'

Your Friend,

Burach

Journal Entry 45:

Told in perfect, stylized, common.

'Generations ago, flesh things were fewer and we hard-shelled beings ruled the shores of Lazara, what flesh things call the Moonsea. We gathered much gold and platinum, plus many gems for decoration and to appease our own gods. We are quite adept at finding such trinkets as we make our home by burrowing with our own mandibles. We know the earth like none other can.

'When flesh things began to multiply, we did not look on them as intelligent. They could not decipher our glorious language of sounds and movement and we could not fathom intelligent communication limited to their feeble squeaks and grunts.

'As we assumed the flesh creatures were unintelligent we looked on them as slow, soft, weak, but tasty, prey. But the prey soon came riding swift beasts, and so were no longer slow. Then they came in metal shells, and so were no longer soft. And then they came hurling balls of fire and clouds of stink, and so were no longer weak. Our gods told us that the flesh creatures would multiply and that our only hope was to retreat.

'We retreated underground, into caverns carved by our own mandibles. We only venture to the surface to guard our lands and to find food less powerful than yourselves. We have kept the location of our nest secret for many generations.

'But now you have come. You have defeated our warriors, evaded our traps. We admit your power. We have nothing further to gain by combat. If you will leave us in peace you may take the gold and gems that were sacred to our gods, we have been abandoned by them. If you will not leave us in peace then we must fight to the last. What is your decision?'

Journal Entry 46:

Told as jaunty, after dinner conversation.

'This is an old story that I first heard while serving at the Citadel of The Raven. Dirg was the usual barbarian hero -- the type able to snap five men's backs with his bare hands, wrestle and tame the cloud horses, pierce a man with a javelin from many miles away, and other equally preposterous things.

'The story goes that Dirg and his band of men found a pool of unfrozen water while wandering in the snowy wastes. Dirg's little pet lizard Jezma got too close to the pool and discovered that not only was the water not frozen, it was boiling hot; so hot that it cooked the skin right off of Jezma.

'Dirg was so angered he thrust his spear into the pool and roiled the waters. The demon of fire that inhabited the pool was disturbed and roared out of the pool to do battle. The demon leapt from man to man, consuming them in a single touch.

'But the demon of fire could not defeat Dirg. Neither could Dirg find a weapon strong enough to withstand the creature's fire. After battling for an entire day, Dirg finally called upon his totem god for aid. With this magical aid, Dirg was able to trap the flaming demon in a triangle of power where supposedly he is even to this day.'

Journal Entry 47:

A small wrinkled parchment with roughly scratched notes.

'Hobgoblins transferred out of Valjevo Castle. Now replaced by giants and trolls. Sounds very tough.

'Stojanow Gate guarded by bugbears and ettins. Heard ettins didn't like light. Must be charmed or controlled. Sounds tough!

'Some smugglers sneak supplies through Stojanow Gate to The Boss. Must check it out.

'Overheard hobgoblins say a dragon scared them into leaving a nice lair in the mountains out east. Couldn't happen to a nicer bunch of creeps.'

Journal Entry 48:

Several pieces of paper with highly organized writing.

Strong Rumor: The Boss is a dragon or is a human who can take the form of a dragon.

Vague Rumor: The Boss is a metallic dragon. Not considered likely as metallic dragons are 'good'.

Fact: The Boss holds audiences in Valjevo Castle. Castle is guarded by groups of big stupid monsters, with occasional smart human leaders.

Rumor: The Boss doesn't spend full time at Valjevo Castle.

Fact: maze inside castle wall; passwords are needed to get past castle gates.

Rumor: The Boss has been sending out messengers to the tribes of monsters in the area to recruit new units.

Vague Rumor: The Boss is recruiting new units in preparation for an assault to retake the civilized sections of Phlan.

Journal Entry 49:

A letter on clean white paper in a strong hand

To:

The Boss

Valjevo Castle, Phlan

Sir,

'I categorically reject your demand that I submit my island and my powers to

your control. I am a free man and I will remain free. No petty tyrant can order about a true mage.

'If you or your troops make any move toward Sorcerer's Island I shall send an army of my unstoppable aquatic creations down the Barren River and sink your precious castle. Until now you have been beneath my notice. If you value your empire, let us keep it that way.'

Signed

Yarash, the Sorcerer

Journal Entry 50:

An official looking notice

'Assemble a group of at least 30 of your followers. Meet up with a hobgoblin assault force at the small docks to the west of town. You and your group will be under the command of the hobgoblin leader. Follow his orders. Upon completion of the mission you will be rewarded with food, treasure, and many slaves.'

Signed,

The Boss

Scribbled on the back of these orders is Norris the Gray's unsent reply to The Boss

'I will never follow the orders of a hobgoblin. I don't go on missions until I know exactly what we're supposed to do. And I don't go on missions for an unknown amount of 'food, treasure, and slaves'. I do go on missions where I am in command; where I know exactly what the target is; and where I know exactly how much I'll get paid. Don't send me another order until you can meet my terms.'

Signed,

Norris the Gray

Journal Entry 51:

Several pieces of paper with highly organized writing.

Fact: Bishop Braccio is the highest ranking religious leader in Phlan. Runs small temple in civilized section of city.

Vague Rumor: Braccio is actually a front-man for a powerful high priest who never leaves the small temple.

Strong Rumor: Braccio is under fire to 'do something' about the undead problem. So long as the undead were causing the monsters more trouble than the settlers, he had other, more pressing, problems.

Rumor: Braccio is opposed to the temple tendency to sell clerical 'miracles'; but he understands that the temple needs funds. Braccio would rather perform such 'miracles' in exchange for good works done in the name of the church, not just for money or items of power.

Journal Entry 52:

Delivered in chillingly clear tones.

'Hear us in our hour of need!' the nomad witchdoctor cries, 'This night we fight a great battle. By the breaking of dawn either our enemies will be dead or we will have been destroyed.'

'Accept the sacrifice of these outsiders and give us the strength to defeat the hordes of our enemies. Fill our limbs with your fire, and fill our minds with your fury. Let us vanquish our enemies just as we vanquish these invaders who have come among us.'

Journal Entry 53:

A crumpled discarded piece of paper, full of rub outs and scratch overs.

Priests:	1
Acolytes:	4
Ogres:	1
Hobgoblins:	40
Orcs:	90
Goblin Slaves:	20

Journal Entry 54:

A page from an unknown diary.

'They stole my map to the Pool.

Somehow they knew when I was coming and exactly what to look for. They didn't even bother to kill me; they said I wasn't worth killing. They just crippled my legs, took the map, and rode away laughing.

'After the attack and the rigors of my trek all I remember is that the Pool is in the Dragonspine, north and west of Sorcerer's Island. It shines just like they said it would. You can feel the power flowing out of it. Kings and generals have searched for the Pool, and I had a map that led right to it.

'If I ever get back the use of my legs I'll go after them. I'll get back my map. I'll get to the Pool. And this time I'll bathe in its power. Then I'll teach them. I'll teach them all.'

Journal Entry 55:

Delivered as you sit around the campfire.

'You must beware of the many dangers in this region. Several days walk to the west there is the pyramid of evil. It has been long avoided by all sensible men. To the southeast is a lair of many ferocious hobgoblins. The areas to the southwest, are inhabited by evil men -- buccaneers, marauders, and soldiers of an evil empire far to the west. And all good folks avoid the swamps to the east. Nothing but danger grows in the swamps.'

Journal Entry 56:

An unsent note written on sturdy parchment.

'An active dragon has made its home in the Dragonspine Mountains to the northwest. Keep search parties away from the area so as not to catch the dragon's attention.'

Journal Entry 57:

A ratty piece of parchment with large writing on one side.

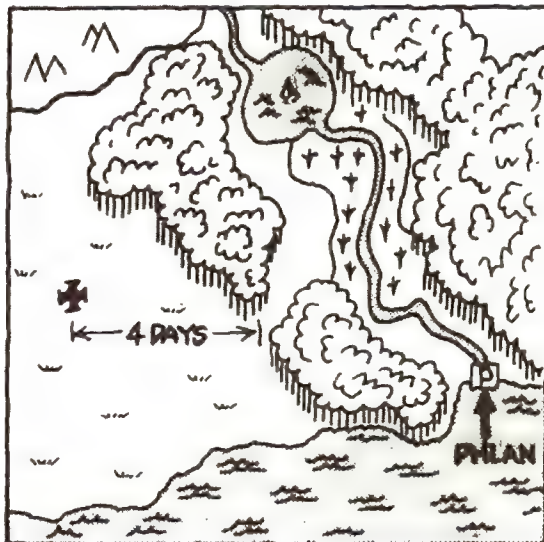
'Our spies in the city inform us that a party of invaders will travel to Sokal Keep to free it. To combat these invaders, assemble a force of no less than three squads. Travel by boat from the small docks at the west of town to Thorn Island. Move undetected to Sokal Keep. Find the adventurers in or around Sokal Keep. Kill them before they can return to the city council with information about

the true situation at the keep. Return with the invader's heads as proof of completion of your mission. Upon completion you will be rewarded with food, treasure, and many slaves.'

Signed,
The Boss

Journal Entry 58:

A tattered piece of parchment



Tavern Tales

The taverns of New Phlan are filled with scoundrels, con-men, and adventurers - every one a liar and a gossip. The following tavern tales represent such rumors and lies.

When you are in a tavern, you may be referred to a particular tale by number. Find and read that tale. If you really think of your adventurers as rumor mongers, read all the tales.

Some of these tales are true, some are based on truth, and some have never been corrupted by a hint of truth. Even when a tavern tale is referred to by number, it might be false.

Tale 1: Far to the northeast, in the midst of a vast swamp, lie the uninhabited ruins of a powerful wizard's castle.

Tale 2: A drunk bard sits in a corner of the tavern spinning a seemingly endless tale, but no one is listening.

Tale 3: Wells throughout the city often provide access to hidden dens and underground passages.

Tale 4: An english lord commandeers one corner of the bar to lecture on the ultimate range of his adventures. The crowd ignores him.

Tale 5: To the east of Phlan lies a gleaming castle of gold that shifts its location from time to time.

Tale 6: A weird looking wizard, dressed all in black, sits alone and mumbles into his beer, 'I'll return next time and show them all!'

Tale 7: Great treasures are to be found on the banks of the Barren River as one ventures northward.

Tale 8: The graveyard is controlled by a very powerful and clever undead creature.

Tale 9: A puzzled patron with a limited vocabulary questions everyone he comes across about how to complete a manuscript dated 1977 GUE. Unfortunately, no one can help him.

Tale 10: To the west lives a tribe of insect-men who worship normal men and give valuable gifts to all who visit them.

Tale 11: The Dragonspine Mountains are inhabited by a race of evil dragons who lure travelers to their lairs and slay them.

Tale 12: A bedraggled adventurer decries, 'There was a man called turtle, walls that aren't there, living daggers; I never did figure out what was going on!'

Tale 13: A master thief has set up a hidden training ground deep in the old city, right under the noses of monsters.

Tale 14: Ogres who live to the east of Phlan are holding captive a princess for whom a huge reward has been offered.

Tale 15: The merchants of Zhentil Keep are setting up a trading base far to the west of Phlan. They're hiring caravan guards for good wages.

Tale 16: Buccaneers operate a slave auction out of a hidden camp near Stormy Bay.

Tale 17: An old sage sits in a corner with a dark wizard. 'You're right,' laughs the sage, 'they'll do anything I tell them to, no matter how silly or phantastic.'

Tale 18: Off to the east of Phlan roams a tribe of marauding nomads. They have been pillaging villages in the plains with the help of a powerful artifact they have discovered.

Tale 19: Mighty tribes of wild dwarves, thousands of them, roam the Dragonspine Mountains, destroying villagers and killing travelers.

Tale 20: 'I was totally confused; it was like being lost in the darkness,' sighed the overwrought adventurer. 'Rabbits, hats, bowling balls? Where in the realms was I?'

Tale 21: The monsters in Phlan are led by one of the generals who sacked the city a generation ago. The general has used great magic to make himself immortal.

Tale 22: A vast fortress of kobolds dominates the western tip of the great swamp. These normally weak creatures grow to great size and have extraordinary powers here.

Tale 23: An ancient Silver Dragon still lives up in the Dragonspine Mountains. The dragon is not evil and will help travelers who battle evil.

APPENDICES

MONEY CONVERSIONS

Coin Type	Gold Equivalent
Copper	200 cp = 1 gp
Silver	20 sp = 1 gp
Electrum	2 ep = 1 gp
Gold	1 gp = 1 gp
Platinum	1/5 pp = 1 gp

SPELL LIST

This is a listing of spells available to player character clerics and magic-users as they gain in level.

FIRST LEVEL CLERICAL SPELLS

Bless/Curse
Cure Light Wounds/Cause Light Wounds
Detect Magic
Protection from Evil/Protection from Good

SECOND LEVEL CLERICAL SPELLS

Find Traps
Hold Person
Resist Fire
Silence 15' Radius
Slow Poison
Snake Charm
Spiritual Hammer

THIRD LEVEL CLERICAL SPELLS

Animate Dead
Cure Blindness/Cause Blindness
Cure Disease/Cause Disease
Dispel Magic
Prayer
Remove Curse/Bestow Curse

FIRST LEVEL MAGIC-USER SPELLS

Burning Hands
Charm Person
Detect Magic
Enlarge/Reduce
Friends
Magic Missile
Protection from Evil/Protection from Good
Read Magic
Shield
Shocking Grasp
Sleep

SECOND LEVEL MAGIC-USER SPELLS

Detect Invisibility
Invisibility
Knock
Mirror Image
Ray of Enfeeblement
Stinking Cloud
Strength

THIRD LEVEL MAGIC-USER SPELLS

Blink
Dispel Magic
Fireball
Haste
Hold Person
Invisibility, 10' Radius
Lightning Bolt
Protection From Evil, 10 Radius/Protection From Good, 10' Radius
Protection from Normal Missiles
Slow

ARMOR LIST

Armor Type	Weight in gp.	AC	Maximum Movement*
None	0	10	-
Shield, Small#	50	9	-
Leather	150	8	12 squares
Padded	100	8	9 squares
Studded	200	7	9 squares
Ring	250	7	9 squares
Scale	400	6	6 squares
Chain	300	5	9 squares
Splint	400	4	6 squares
Banded	350	4	9 squares
Plate	450	3	6 squares

* A character carrying many objects, including lots of coins, can be further limited in movement to a minimum of 3 squares per turn.

A Shield subtracts 1 AC from any armor it's used with.

TABLE OF EXPERIENCE PER LEVEL

The following shows the amount of experience a character must earn to gain a level in his character class. All experience earned by multiple-class characters is divided by the number of classes. When a character has earned a gain in level for one class but not another, the Show command shows his highest level. Thus, a

character who is a fighter-thief and has earned 1,800 experience points in each class (a total of 3,600 XP), will be shown to be 2nd level because he has earned that level as a thief, though not as a fighter. His fighting abilities are still based on his being a 1st level fighter.

CLERIC:		Spells*		
Level	Experience	1	2	3
1	0-1,500	1	-	-
2	1,501-3,000	2	-	-
3	3,001-6,000	2	1	-
4	6,001-13,000	3	2	-
5	13,001-27,500	3	3	1
6	27,501-55,000	3	3	2

* Clerics get additional Spells by Level if they have a Wisdom of 13 or greater.

FIGHTER:	
Level	Experience
1	0-2,000
2	2,001-4,000
3	4,001-8,000
4	8,001-18,000
5	18,001-35,000
6	35,001-70,000
7	70,001-125,000
8	125,001-250,000

MAGIC-USER:		Spells		
Level	Experience	1	2	3
1	0-2,500	1	-	-
2	2,501-5,000	2	-	-
3	5,001-10,000	2	1	-
4	10,001-22,500	3	2	-
5	22,501-40,000	4	2	1
6	40,001-60,000	4	2	2

THIEF:	
Level	Experience
1	0-1,250
2	1,251-2,500
3	2,501-5,000
4	5,001-10,000
5	10,001-20,000
6	20,001-42,500
7	42,501-70,000
8	70,001-110,000
9	110,001-160,000

CLERICS vs. UNDEAD

A good or evil cleric (not a neutral one) has a certain influence on undead. He extends this influence by using the Turn command in the Combat Menu. His level determines how many undead and what kind he can influence. Evil clerics can make undead either neutral or friendly to the party. Good clerics can drive the

undead away and may be able to destroy them if the cleric is of a high enough level and the undead are of a low-enough level.

The following is a list of undead in increasing order of power and what minimum level of cleric a character has to be to have any influence over them. Low level clerics generally have a chance, not a certainty, of affecting undead.

Undead Type	Minimum Level of Cleric
Skeleton	1st
Zombie	1st
Ghoul	1st
Wight	1st
Wraith	3rd
Mummy	4th
Spectre	5th
Vampire	6th

GLOSSARY OF AD&D® GAME TERMS AND COMPUTER TERMS

Ability Scores. These are numbers that describe the attributes of the characters. There are six ability scores: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. For the most part, the range of numbers runs from 3 to 18, the higher the better.

Adventurer. This is a term for one of the characters you play in this game.

Alignment. This is the basic philosophy of a character. See Alignment in the What are Characters? section of the rule book.

Character. This is another name for one of the persons you play in the game. A party consists of several characters.

Command. A one or two word option in a menu. Activating that command allows you either to view another menu or have your characters perform an action.

Encounter. This is what happens when a party meets a monster. You are given a menu of choices of how you want to handle the situation.

Enter. The act of giving a command to the computer. How this is done varies depending on the computer.

Experience Points (XP). Every encounter the characters have yields experience points for every character depending on how successful the encounter was for the party. A character who gains enough XP can advance a level if he has enough gold for training.

Facing. In combat, a character faces a certain direction. An attack from the direction he is not facing has a greater chance of doing damage. A character will always face an opponent if he has only one opponent.

Hit Points (HP). This is a measure of how healthy a character is. Damage from weapons subtracts hit points from the character's total. When he has lost all of his hit points, he is unconscious and dying. If his wounds are bound by another party member, he is simply unconscious.

Icon. This is the small picture of a monster or a character seen in the initial stages of an encounter and during combat. Character icons can be altered using the Alter command in the Camp Menu.

Initiative. This is a semi-random determination of which character in a combat acts first. The characters with higher dexterities have a better chance for a higher initiative.

Level. This describes the power of a number of different items. The power of characters, dungeons, monsters, and spells are all described with levels.

Character Level. This is a determination of how much experience a character has. The higher the level, the more experienced and important the character is. High-level spellcasters can cast high level spells.

Dungeon Level. This is a measure of how far down in the earth a dungeon is. For the most part, the further down one is, the more ferocious the monsters. Thus, a high-level dungeon refers either to how deep it goes or the relative toughness of the monsters.

Monster Level. This is a measure of how powerful monsters are. The higher the level, the more powerful the monster.

Spell Level. Spells come in degrees of difficulty. The higher the level of the spell, the higher the difficulty. Only very experi-

enced magic-users and clerics can learn high level spells.

Magic. This term covers spellcasting, enchanted items, and any other application of the supernatural.

Melee Combat. This is hand-to-hand combat with weapons such as swords, spears, and fists.

Missile Combat. This is ranged combat with weapons such as bows and arrows, crossbows and quarrels, and slings and slingstones.

Monster. This term actually includes human and other player races as well as such creatures as ogres and dragons. In general, if it isn't part of your party, it's a monster. Monsters are not necessarily hostile. Some may be helpful. That's what the Parlay command in the Encounter Menu is for.

Non-Player Character (NPC). This is a member of a player character race who is not controlled by the player. Some NPCs can be brought into a party.

Party. The group of adventurers you form to perform the missions you are given. A party can be reformed for each adventure, and even altered during the course of an adventure.

Player Character (PC). This is a member of a player character race who is controlled by the player. The characters in your adventuring party are PCs.

Spell. This is a magic incantation that can alter the nature of reality. Both magic-users and clerics can cast spells after memorizing them. If the spell is cast, it is gone from the user's mind and must be re-memorized.

Spell Book. The book a magic-user carries his spells in. If he doesn't have a magic book, he has no spells to memorize.

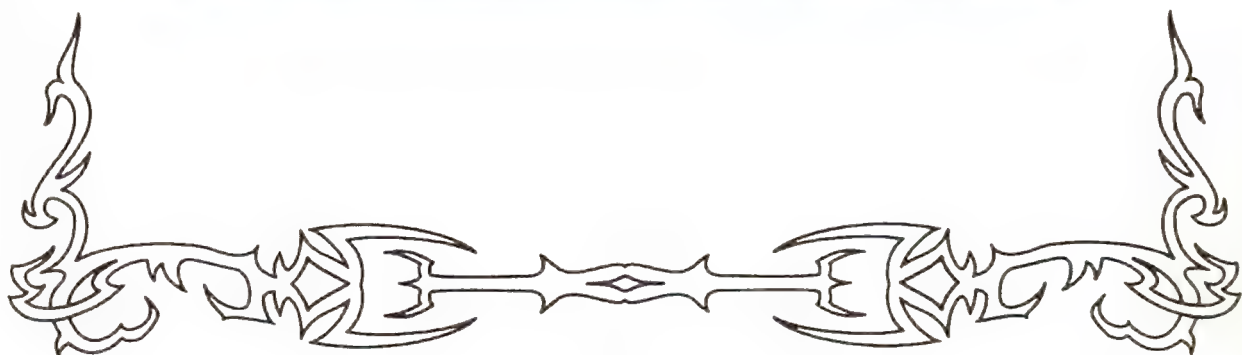
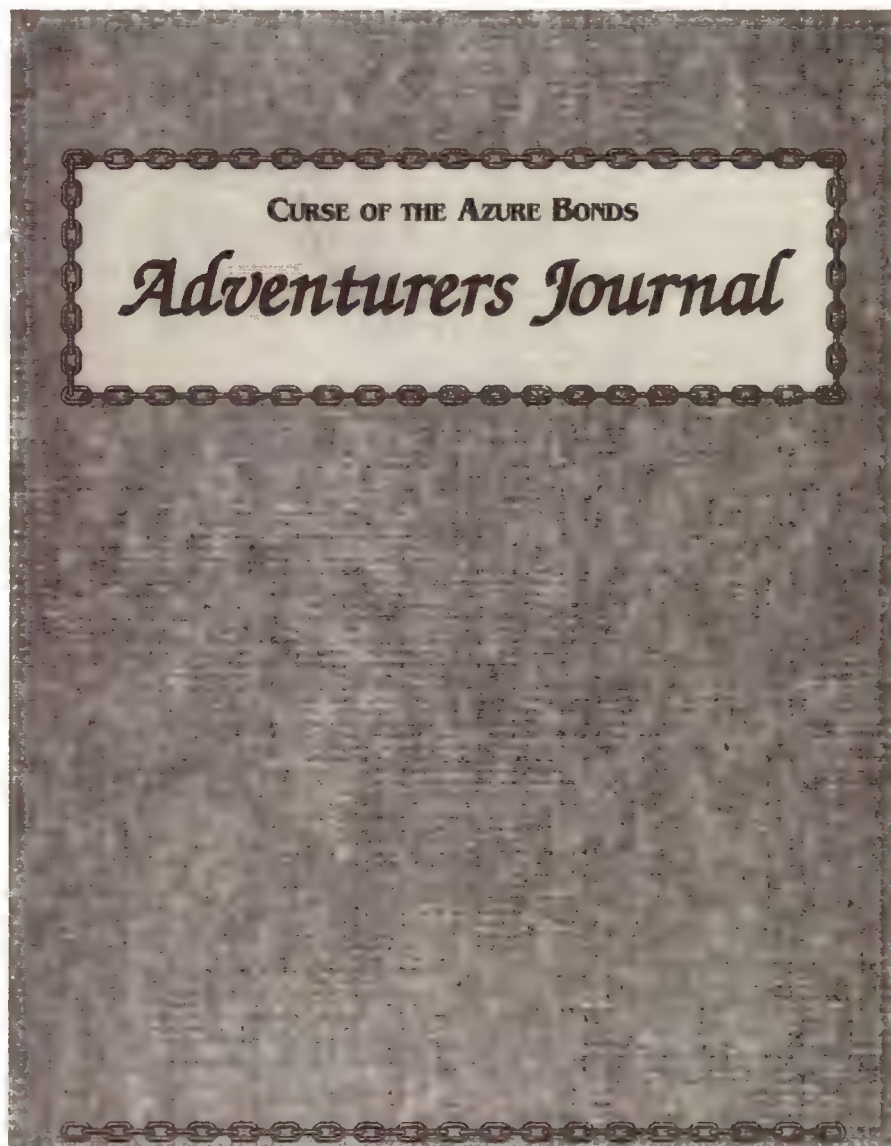
ARMOR AND WEAPONS PERMITTED BY CHARACTER CLASS

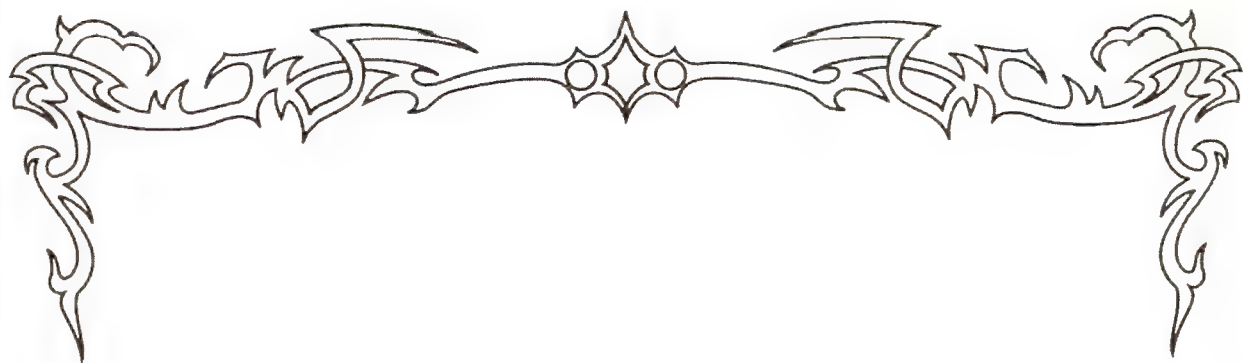
Class	Armor	Shield	Weapons
Cleric	any	any	club, flail, hammer, mace, staff
Fighter	any	any	any
Magic-User	none	none	dagger, dart, staff
Thief	leather	none	club, dagger, dart, sling, one handed swords

WEAPON LIST

Name	Damage vs. Man Sized	Damage vs. Larger Than Man Sized	Number of Hands	Class
Axe, Hand	1-6	1-4	1	f
Bardiche+	2-8	3-12	2	f
Bastard Sword	2-8	2-16	2	f
Battleaxe	1-8	1-8	1	f
Bec de Corbin+	1-8	1-6	2	f
Bill-Guisarme+	2-8	1-10	2	f
Bo Stick	1-6	1-3	2	f
Broad Sword	2-8	2-7	1	f,th
Club	1-6	1-3	1	f,cl,th
Dagger	1-4	1-3	1	f,mu,th
Dart	1-3	1-2	1	f,mu,th
Fauchard+	1-6	1-8	2	f
Fauchard-Fork+	1-8	1-10	2	f
Flail	2-7	2-8	1	f,cl
Fork, Military+	1-8	2-8	2	f
Glave+	1-6	1-10	2	f
Glave, Guisarme+	2-8	2-12	2	f
Guisarme +	2-8	1-8	2	f
Guisarme-Voulge+	2-8	2-8	2	f
Halberd+	1-10	2-12	2	f
Lucern Hammer+	2-8	1-6	2	f
Hammer	2-5	1-4	1	f,cl
Javelin	1-6	1-6	1	f
Jo Stick	1-6	1-4	1	f
Long Sword	1-8	1-12	1	f,th
Mace	2-7	1-6	1	f,cl
Morning Star	2-8	2-7	1	f
Partisan+	1-6	2-7	2	f
Pick, Military	2-5	1-4	1	f
Pike, Awl+	1-6	2-12	1	f
Quarterstaff	1-6	1-6	2	f,cl,mu
Ranseur+	2-8	2-8	2	f
Scimitar	1-8	1-8	1	f,th
Short Sword	1-6	1-8	1	f,th
Spear	1-6	1-8	1	f
Spetum+	2-7	2-12	2	f
Trident	2-7	3-12	1	f
Two-Handed Sword	1-10	3-18	2	f
Voulge+	2-8	2-8	2	f
Composite Long Bow *	1-6	1-6	2	f
Composite Short Bow *	1-6	1-6	2	f
Long Bow *	1-6	1-6	2	f
Heavy Crossbow#	2-5	2-7	2	f
Light Crossbow#	1-4	1-4	2	f
Short Bow *	1-6	1-6	2	f
Sling	1-4	1-4	1	f,th

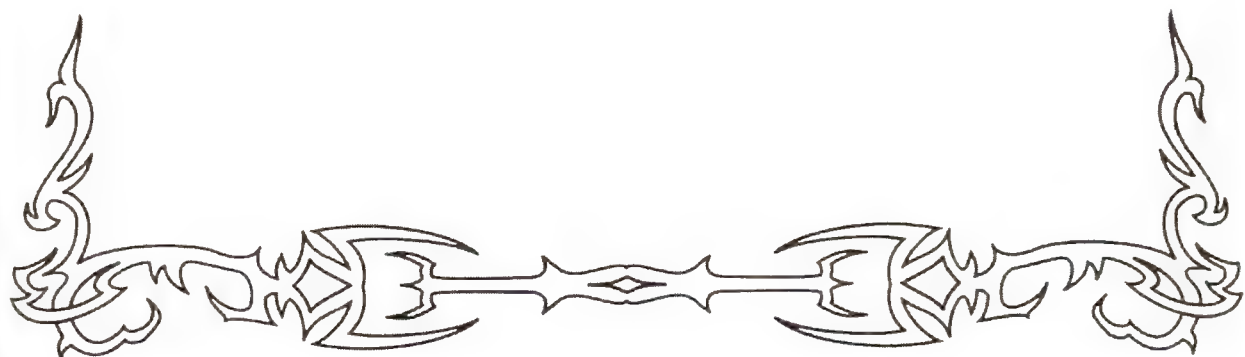
+ Polearm * Must have ready arrows to fire. # Must have ready quarrels to fire.
f-fighter, cl-cleric, th-theif, mu-magic-user





Curse of the Azure Bonds

Ref Card



Curse of the Azure Bonds

Before Playing the Game: You can have several saved games listed identified by letter. As you play the game, save the game to various letters. By keeping multiple saved games, you will always have backup positions in case your characters get into a particularly nasty situation.

Installing the Game:

1. Place the Forgotten Realms CD with CURSE OF THE AZURE BONDS into your CD-ROM drive.
2. Access the drive containing the CD.
3. Go into the "CURSE" directory and enter "Install".
4. Follow the on-screen prompts.

Transferring Characters from Pool of Radiance or Hillsfar : You need your Pool of Radiance and/or Hillsfar saved game disks or you need to know the subdirectory on your hard disk where these files are stored. All Characters from Pool of Radiance must be **removed** (not dropped) from their adventuring party before they can be transferred to another game.

Access the directory that contains CURSE OF THE AZURE BONDS. Type COPY-CURS and press Enter/Return. Use the cursor keys to highlight the required transfer. Indicate the drive or directory you are copying your Pool or Hillsfar saved games from and the drive or directory you are copying your Curse saved games to. Use the OTHER drive specification if your saved games are not on the default path. Follow the on-screen instructions. Follow the directions in the rules to load characters from POOL OF RADIANCE or HILLSFAR.

Transferring Characters to Hillsfar : You will need your CURSE OF THE AZURE BONDS and HILLSFAR saved game disk or you will need to know the subdirectory on your hard disk where these files are stored. All characters from CURSE OF THE AZURE BONDS must be removed from their adventuring party before they can be transferred to another game. Paladins, Rangers and dual-class human characters may not be transferred to HILLSFAR.

Access the directory that contains CURSE OF THE AZURE BONDS. Type COPY-CURS and press Enter/Return. Use the cursor keys to highlight the required transfer. Indicate the drive or directory you are copying your Curse saved games from and the drive you are copying your Curse saved games to. Use the OTHER drive specification if your saved games are not on the default path. Follow the on-screen instructions.

Starting The Game : Boot your computer using DOS 4.01 or greater. Access the directory that contains CURSE OF THE AZURE BONDS. Type START , and press Enter/Return. Press any key to pass the title and credit screens. After the credits are displayed, press Enter/Return to Play Game.

Selecting Your Computer Configuration : The hardware configuration is set at installation. You can reset the configurations by deleting the CURSE.CFG file from your Curse directory and restarting the game. This creates a new configuration file.

Using The Translation Wheel : After choosing Play Game, two symbols, a path , and a number are displayed. Find the first symbol on the outside of the Translation Wheel, and the second symbol on the inside, moveable part of the wheel. Match the two symbols and type the letter shown in the numbered box under the indicated path press Enter/Return. For example, if the computer displays the symbols to the right of this text, type the letter X and press Enter/Return. The game loads and displays the Party Creation Menu.

Making Choices : CURSE OF THE AZURE BONDS is controlled using menus. One command on each menu is highlighted. Use the < and > keys to indicate the command you want and press Enter/Return to select your choice. You can also choose a command by pressing the highlighted first letter of the command. For example, to look at an overhead view of the surrounding area, you can highlight the Area command and press Enter/Return or press the A key.

Some commands, such as View, act only on a single character. Use the Pg UP and Pg Dn keys to highlight the character you want to be active and then choose the command. For example, to view a character's ability scores, highlight the character's name in the character list and choose the View command.

Some commands toggle the program between two states. When you select one of these commands the name on the screen changes to reflect the new state of the program. For example, if you select the Pictures On command in the Pics Menu it will change to Pictures Off. From then on the monster's animated picture is not displayed when you have an encounter.

Moving around : In 3D travel the party can move forward, turn right or left, or turn around. In combat you can move in any of eight directions. In combat , the cursor keys default to the Move and Manual Aim commands. In the overland view the party picks its destination and mode of movement off of a menu.

To Begin Playing Quickly : A pre-rolled party of adventurers is stored in the game directory. To use the saved party, choose Recall Save Game from the Party Creation Menu. Choose Saved Game A.

After the saved game is loaded, choose Begin Adventuring. Read the Journal Entry on the first page of the Adventures Journal. Choose the Encamp command from the Adventure menu. Have all of your spellcasters memorize spells, rest, then Exit camp.

Move through the city carefully. Listen to what different NPCs have to say. Move West to the weapons shop and buy each of your characters starting equipment. Visit the temple and talk to the high priest. Visit the bar and listen to the rumors. When you think you have enough information, leave town to find adventure. Things will get hot and heavy from then on!

Tips on Successful Adventuring : The first thing you want to do is to memorize spells. Then you will need to equip all your characters. Move to the weapons shop and Pool your money. Buy your fighters banded mail, a shield, a broad sword, a two handed sword, a long composite bow and many arrows. Buy your clerics band-

ed mail, a shield, a staff sling, and a flail. Buy your thieves leather armor, a broad sword, a short bow, and many arrows. Buy your magic users a dagger, a staff and a bunch of darts. After you have completed your purchases, use the View, Items, and Ready commands to prepare all your characters' equipment for battle. Once you have bought everything you need, use the SHARE command and pick up all the money.

Visit everyone in town and listen to what they have to say. The bonds and their effects are a mystery to your characters, and information can be as useful as a fireball spell (well, almost as useful!) After you have listened to everything that everyone has to say, leave the city to begin your quest.

As your party fights it will use up spells and lose Hit Points. When you find a safe place to rest use Encamp and use the Fix command to regain Hit Points. Then memorize spells to keep your spellcasters at maximum efficiency.

Once your characters have enough experience, points and money, look for places to train. Most cities in the overland have training halls, and training halls may also be hidden in other places. Make sure you have 1000 gp worth of coins for each character that wants to train. If your characters need additional Experience Points, search near the cities in the overland or patrol the forest near the Standing Stone.

As you adventure you may hear a dreamlike voice warn you that "Great danger lies ahead, be fully prepared!" Heed such warnings by saving your game and putting that save aside. Keep that saved game aside until the party is safely back into the overland. Good luck!

Tips on Successful Combat : Identify enemy spellcasters at the beginning of each battle. Attack them with spells and missile weapons. Be sure to do damage every round to keep them from casting spells. Concentrate your attacks; it is normally better to eliminate one monster than to wound two monsters. Eliminate helpless monsters before they become active again.

Keep your Paladin near the middle of the front of your party so that his protection from evil can improve the AC and Saving Throws of those adjacent to him. Keep your party together so that they can concentrate their attacks on the monsters. Protect your party's flanks so that monsters will not be able to get to spell casters and archers.

Learn the range and area of effect of offensive spells like: magic missile, stinking cloud, fireball, cone of cold, and cloudkill . Decide where you will throw a spell before you choose Cast. Use the Aim command to check the range and line of sight to your proposed target. Make sure that the spell will attack the monsters and not the party.

Some spells have special effects that make them especially useful. Stinking clouds last for several rounds and can be used to protect flanks, channel enemy attacks, and to make monsters helpless. Fireballs are larger indoors than they are in the overland. Hold spells can be targeted against several different enemies. Lightning bolts can bounce off walls and attack targets twice with the same spell.

If your party loses a very tough fight, go back to your last saved game. Just before triggering the fight, prepare your party with spells like: bless, prayer, protection from evil, protection from evil 10' radius, enlarge, invisibility 10' radius, and haste. You can also prepare for a fight with magic items such as potions of giant strength, potions of invisibility, or dust of disappearance. Cast the spells and use the items just before triggering the fight. Use haste sparingly; it ages your characters 1 year each time it is used.

Difference in the IBM Version : The IBM version of CURSE OF THE AZURE BONDS differs slightly from the rules. These differences include:

While moving in combat the ESC key will 'take back' your current move, but it will not erase any damage you have taken during the move.

You may maintain up to 10 saved games on a disk at a time (depending on space available). Save each game under a letter (A-J). Use that letter when recalling your save. The following commands can be given at the Combat Menu or while a party character is moving under computer control. Press the key(s) to execute the command.

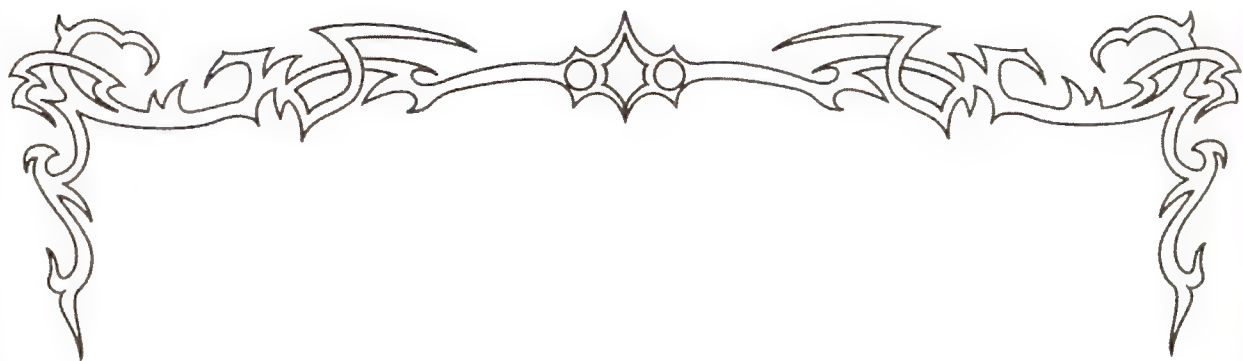
ALT Q: Sets all characters to QUICK (computer control).

ALT M: Toggles magic spells on/off for characters set to Quick.

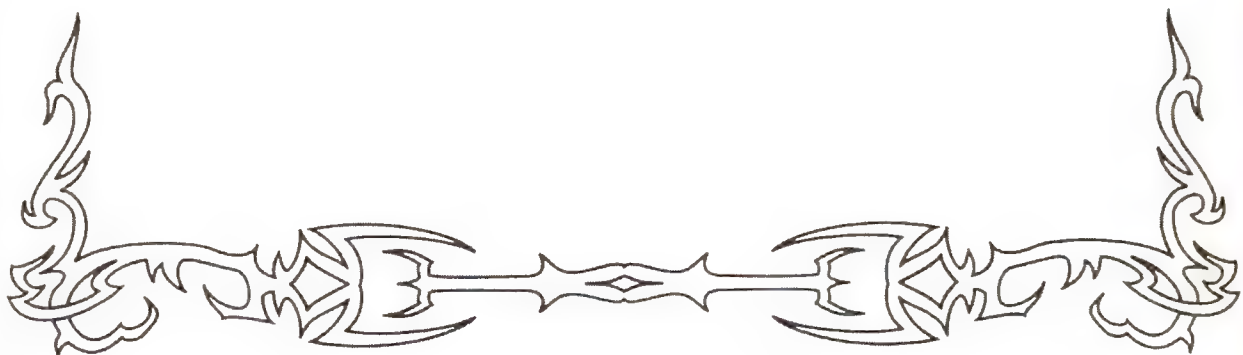
<Space> : Resets all characters to manual control.

CTRL S: Toggles sound on and off (may be used at any time).

Characters set to QUICK will use readied magic items. Characters set to QUICK with readied arrows or a sling will use ranged attacks if no enemy is adjacent.



Curse of the Azure Bonds Journal





INTRODUCTION

— or —

What Are We Doing in Tilverton, Anyway?

Journal Entry 1

"I am beginning a new journal. My old journal is gone, along with all of the party's equipment. I write here to try to make some sense out of our spotty memories.

"We had all agreed to come south to Tilverton to seek the lost princess, Nacacia of Cormyr. Tilverton is on the border between the Dalelands and Cormyr, and was the last place the princess had been spotted.

"Rumor was that King Azoun's youngest daughter, the Princess Nacacia, ran away from the royal household Of Cormyr almost a year ago. She fled an arranged marriage and ran off with a cleric from Tilverton named Gharri of Gond.

"The latest word was that Nacacia and Gharri had a falling out and that she was seen near Tilverton recently. The king had a large reward out for Nacacia's return. A smart group of adventurers like ourselves could make some powerful friends if they found the princess and returned her to the king.

"Somewhere along the road to Tilverton we were attacked. The brigands must have been invisible, because some of our party went down before we knew what was going on. I vaguely remember dark faces in evil looking helmets firing crossbows into our midst. The crossbow hits were not fatal, but every hit seemed to drop its target. I remember getting hit in the arm. The wound

blazed like fire. My head swam. Just before I blacked out, I thought that this was a bad end for such experienced adventurers.

"Now we awake in Tilverton with our wounds healed. Our equipment is gone, but we have found a stash of coins. One of our first priorities must be to buy new equipment.

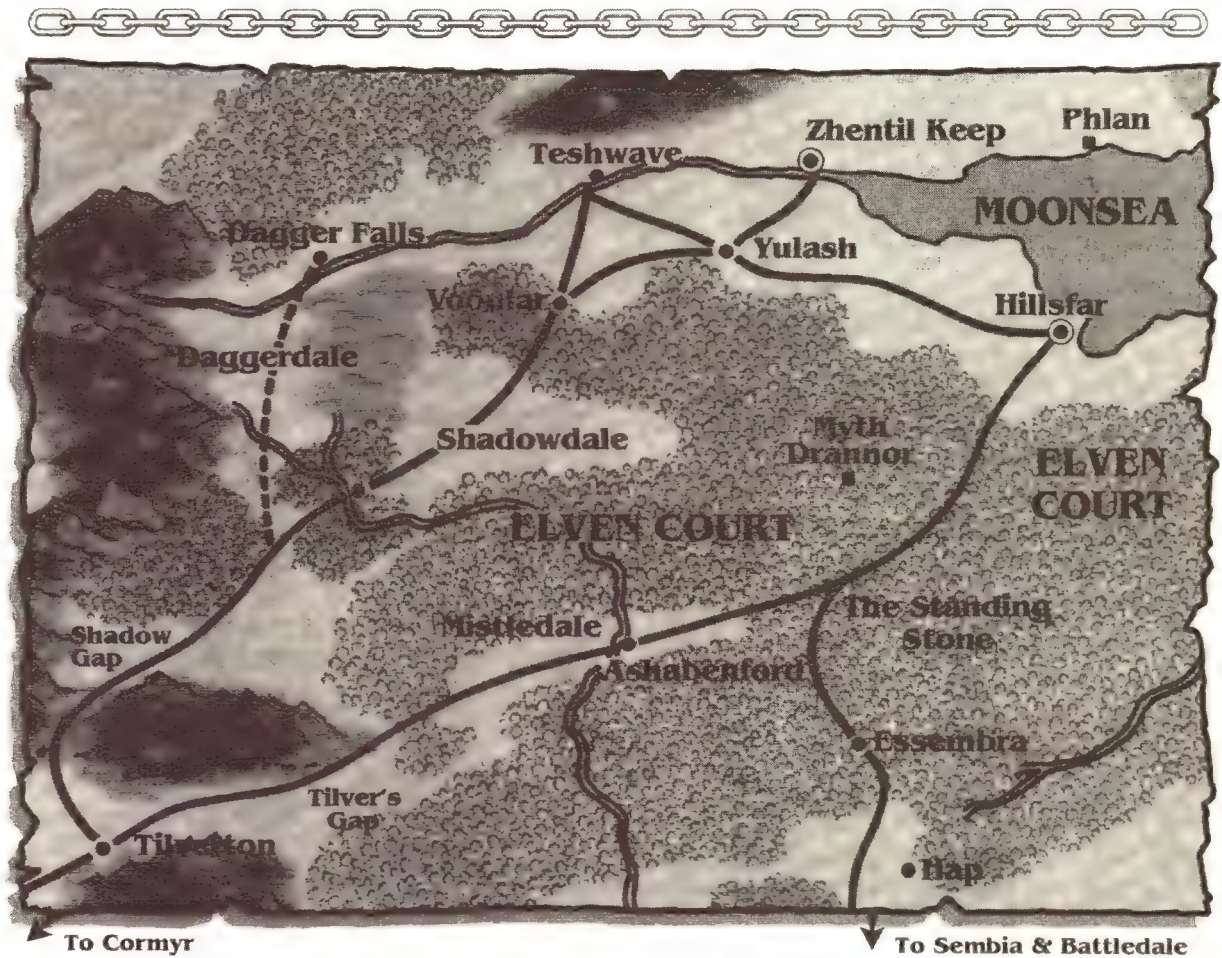
"I overheard a servant mention the date, but I'm not sure I believe it. If the servant speaks true it is almost a month since the ambush. Almost anything could have happened in that time.

"It seems that almost anything did. Each of us awoke with five azure blue symbols imprinted on our sword arm. The symbols are not tattoos, they seem to exist below the skin. They occasionally feel like they're moving.



"We have devised a plan of attack. Our spell-casters will prepare their spells. We will purchase some new arms and armor. Then we are going out into Tilverton and find out what is going on. Someone must know. And I don't care if we have to roust every sage, priest, and bartender in this town to find out.

"These are some random printed notes I have collected. Their information may be important on our journey. My journal notes continue on page 10.



IMPORTANT DALELANDS GEOGRAPHIC REFERENCES

The area shown on the map stretches from Tilverton in the southwest to Phlan in the northeast. It includes the center of the Elven Court, the western shores of the Moonsea, and several of the dales surrounding the Elven Court. The area is sparsely populated, with major concentrations in the cities and towns and farms covering the intervening dales. Each location on the map is described below.

Cormyr is a large civilized nation to the south and west of the Dalelands. The forces of Cormyr have extended their northern border by annexing the city of Tilverton. Cormyr has no known plans to continue its expansion towards the Dalelands.

Dagger Falls is a farming community on the River Tesh and the largest settlement in Daggerdale. The inhabitants of Dagger Falls dislike outsiders of any kind. They fear the expansion of Zhentil Keep may destroy their independence.

The Dalelands include the fertile areas surrounding the vast Elven Court. There are many dales around the Court, including: Shadowdale, Mistedale, Battledale, and Daggerdale.

The Elven Court is a vast forest that was the center of elven civilization in the areas near the Moonsea. When the elves left in The Retreat, the elven court was left empty. Without the elves to control them, evil creatures have begun to multiply deep within the forests. Some fear that these creatures will become a threat to the surrounding Dalelands.



Essembra is the trading center for Battledale. Battledale has seen many conflicts; many bitter enemies find it convenient to hold their wars in Battledale, rather than risk ravishing their own lands. Battledale has lost some of its former power with the retreat of the elves.

Hillsfar was formerly the major trading center between the Elves of the Elven Court and the Humans of the Moonsea reaches. With the retreat of the elves, Hillsfar has been taken over by a ruthless dictator. He has expanded the Red Plume mercenaries and is engaged in a successful military campaign against Zhentil Keep in the ruins of Yulash.

Mistledale is a quiet farming community. Its largest town is Ashabenford, where the River Ashaba crosses the road from Hillsfar to Tilverton.

Myth Drannor was a huge ancient city of elves at the center of the Elven Court. When the elves left the Elven Court, the city was left deserted. Evil creatures, drawn by the elven places of power, quickly rushed into the city and turned it into a foreboding ruin.

Shadowdale is the name of both a town and its surrounding area located where the River Ashaba crosses the road from Tilverton to Voonlar. Shadowdale is a haven for adventurers and happily opens its arms to the power, protection, and riches that successful adventurers bring. Shadowdale is also home to the famous sage Elminster.

The Standing Stone is a large marker commemorating the signing of the agreement whereby the elves allowed humans to settle the Dalelands. The marker is also the closest marker to the ruined city of Myth Drannor.

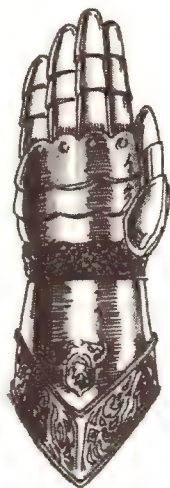
Teshwave is a medium-sized city that has been recently occupied by the forces of Zhentil Keep. So far the occupation has been a calm affair and the forces of Zhentil Keep think that the people of Teshwave have been cowed.

Tilverton is a small city on the southwestern border of the kingdom of Cormyr near the Dalelands. Tilverton was recently taken over by the Cormyr Protection forces and is currently occupied by the 7th Division. However, the occupation is going peacefully, and the people of Tilverton actually seem relieved to be under the protection of the kingdom of Cormyr.

Voonlar is an evil city which has allied with Zhentil Keep. Troops from Voonlar have attempted to invade Shadowdale many times, but have always been turned back.

Yulash is a ruined city that sits on the only trade route from Zhentil Keep to the civilized southlands. The city is currently controlled by the Red Plume mercenaries of Hillsfar after a bitter struggle with the forces of Zhentil Keep. Both sides are preparing themselves for another round of battle.

Zhentil Keep is a major city politically controlled by the evil Zhentrim. The city has been expanding its influence both west and south and many fear any further expansion of its power.



Gauntlet of Moander



IMPORTANT DALELAND'S POWER GROUPS

The Army of Zhentil Keep is not so much a tool of the city state, as it is a tool of the evil group, the Zhentrim. The army has recently taken the city of Teshwave, patrols the route to Voonlar, and is fighting with the army of Hillsfar over the ruins of Yulash. The army of Zhentil Keep excels in the close cooperation of fighters, mages, and clerics. It also employs Terror Teams of intermediate level clerics, mages, and fighter to sneak behind enemy lines and wreak havoc.

The Cultists of Moander worship a dark, evil god whose power was centered in Yulash. Long ago, the elves of the Elven Court banished Moander to another plane and barred much of his power from the realms. Since then, Moander worship has been reduced to a few fanatic cultists. These cultists were central in creating the first azure bonds and temporarily brought Moander back into the realms. But, Moander was rebanished after a vicious magical combat over Westgate. After Moander's rebanishment, his remaining cultists faithfully began yet another plot to return their master to the realms. Moander's symbol is a black hand with a mouth in its palm.

Elminster the Sage is the most famous resident of Shadowdale. He is a powerful magic-user of indeterminate age. Elminster no longer tutors or works for hire, but he investigates items and issues of great import to the safety of the realms.

The Fire Knives, also known as the Flame Knives, are an organization of thieves and assassins that formerly flourished throughout Cormyr. King Azoun IV of Cormyr drove the Fire Knives from their comfortable niche, and they have been unable to find a new home ever since.

The Fire Knives have sworn to assassinate King Azoun IV and joined the first bonding project as a means to that end. After the fiasco of the first bonding project, the remains of the Fire Knives have moved into the outer edges of the country of Cormyr. They are rumored to be engaged in another plot against the king. The symbol of the Fire Knives is a dagger surrounded by flame.

The Harpers are a secretive group consisting mostly of high level bards and rangers. The overall aims of the Harpers are a mystery, but they are known to support good causes, and to oppose evil groups such as the Zhentrim. The Harpers mostly work behind the scenes, applying as little force as necessary to unravel the plots of evil.

The Knights of Myth Drannor guard the realms from the tremendous powers and unending perils of the ruins of Myth Drannor. They keep the unspeakable monsters inside the city from escaping. They also keep naive adventurers from entering the city and getting hurt.

The Red Plumes of Hillsfar is the generic name for all troops fighting for the city of Hillsfar. The city hires mercenaries of many companies. These companies all fight under the banner of the Red Plumes. Recently, the Red Plumes have expanded greatly. They have just taken control of the ruins of Yulash from the army of Zhentil Keep.

The Red Wizards of Thay are the powerful, paranoid spell-casters who rule the kingdom of Thay. Thay is an evil kingdom, far to the east of the Dalelands. The Red Wizards gain influence in Thay by showing up their fellow wizards, by gaining magical or political power, or by caus-



ing great strife among the enemies of Thay. As far as the Red Wizards are concerned, the enemies of Thay include everyone else in the realms. Each Red Wizard has his own symbol.

The Royal Family of Cormyr rules the Kingdom of Cormyr. The royal family is headed by King Azoun IV, a powerful warrior and a just king. Azoun's advisor, and former tutor, is Vangerdahast a powerful Magic-User. One of Azoun's daughters, the princess Nacacia, disappeared almost one year ago. It is rumored that Nacacia fled the royal family with a priest named Gharri of Gond, a member of the temple of Gond in Tilverton. The King has put out a large reward for the return of the Princess. It is rumored that he is personally searching for Nacacia incognito.

Tyranthraxus is an evil spirit who flourished until recently in and around the ruined city of Phlan. He controlled Phlan with legions of humanoid monsters, and hoped to make it a base for the conquest of the Moonsea reaches. He was reported to draw power from a gateway between the planes called the Pool of Radiance. His main power was the ability to possess powerful creatures and escape even after the creatures body had died. A band of adventurers freed Phlan and defeated Tyranthraxus just in the last year. His spirit was sucked back through the Pool of Radiance and the pool dried up.

The Worshippers of Bane are centered on the Moonsea, but its influence spreads throughout the realms. Bane is the evil god of strife, hatred, and tyranny. The largest temple of Bane is The Black Lord's Altar in Mulmaster. The second largest temple is The Dark Shrine in Zhentil Keep. Bane's symbol is a black left hand on a field of red.

A DALELANDS BESTIARY

This is a list of some of the monsters found in and around the Dalelands and the western shores of the Moonsea. Most monsters can strike fear into the hearts of men, but some are more powerful than others.

The monster's reputation is reflected in its monster level, listed as a Roman numeral after its name. Level I monsters are less powerful than a well-equipped beginning fighter. A Level X monster may be more powerful than several heroes. The power of the monsters raises substantially between level VI and level VII.

Anhkheg (VI): Large burrowing insects with great mandibles. These creatures have been known to spit a powerful acid.

Beholder (X): These powerful spherical monsters have ten eye stalks, each with a deadly attack. A Beholder's attacks are most deadly at short range. Their powerful central eye can negate spells. Beholders are among the most powerful creatures in the realms.

Black Dragon (VII): These powerful dragons breathe streams of acid and have powerful claw and bite attacks.

Bugbear (IV): Hideous, giant-sized goblins who stand over seven feet in height. Bugbears look clumsy but are strong, quick fighters with great stealth.

Crocodile (III): Large reptilian animals with powerful jaws.

Centaur (IV): These good creatures are half men and half horse. They are capable fighters and can be valuable allies.

Displacer Beast (VI): These creatures are large, black puma-like creatures with two tentacles sprouting from their backs. These creatures can appear to be several feet from their actual location.



Dog (II): These faithful servants of man are often trained to be vicious fighters.

Dracolich (X): A reported creation of the 'Cult of the Dragon', a Dracolich is a powerful undead dragon. It has powers from both types of creatures. A dracolich's attacks include a breath weapon and a paralyzing touch.

Efreeti (VII): These large powerful creatures are from the Elemental Plane of Fire. They are very arrogant and will only serve a powerful master.

Etlin (VII): These creatures look like giant two-headed orcs. They have great strength and can wield two spiked clubs that inflict terrible damage in combat.

Gas Spore (II): These floating spheres resemble Beholders, but are actually benign. If a Gas Spore is attacked it can explode.

Giant Slug (VII): These giant creatures can spit a very powerful acid and are resistant to blunt weapon attacks.

Giant Spider (V): These giant creatures have a poisonous bite.

Griffin (VI): These winged beasts have large claws and a razor-sharp beak.

Hell Hound (VI): These other-planar creatures resemble wolves, but they can breathe fire and detect invisible enemies.

Hippogriff (III): These magnificent creatures have the forelimbs and head of an eagle and the body and hind legs of a horse.

Lizardman (III): These are lizard-like humanoids. They are omnivorous but they have a particular fancy for human flesh.

Manticore (VI): These are a winged beast that can fire volleys of spikes from its tail. Each spike hits as hard a crossbow bolt.

Margoye (V): These stony monsters are immune to normal weapons and can attack many times with their sharp claws and spikes.

Medusa (VI): These are hideous women with snakes for hair. They can turn a man to stone with their gaze.

Minotaur (VI): These are strong bull-headed humanoids. They are cruel man eaters, commonly found in mazes.

Monkey (II): These beasts are sometimes trained to execute specialized tasks by thieves.

Neo-Otyugh (VII): This is a more powerful form of Otyugh. These disgusting scavengers have several vicious attacks and a heavily armored body.

Ogre (IV): These are large, foul-tempered, ugly humanoids. They are strong fighters.

Otyugh (VI): These scavengers have long tentacles that they use to scoop trash into their cavernous mouths.

Owl Bear (V): These large creatures have razor-sharp beaks. They can grab and hug targets for great damage.

Phase Spider (VI): These are giant, poisonous spiders with the ability to phase in and out of this dimension. They are "phased in" until they attack and are "phased out" afterwards.

Rakshasa (VII): These evil spirits use illusion and false civility to take their prey off



guard. Once combat is joined, Rakshasa are powerful fighter/magic-users and are immune to much magic. They have been slain by a blessed bolt from a cross bow.

Salamander (VII): These fiery creatures prefer temperatures of 300 degrees or above and use super-heated metal weapons.

Shambling Mound (VII): These huge creatures resemble animated piles of moss and slime. They attack with their club-like arms and can smother opponents in their slime. Their slimy forms are immune to fire and strengthened by lightning bolts.

Storm Giant (IX): These are the most powerful and respected of the true giants. They are intelligent, physically imposing, and highly magical. They throw powerful bolts of lightning.

Thri-kreen (VI): These are intelligent, carnivorous insect-men who live in burrows. They have four arms and a poisonous bite that paralyzes their foes. They are adept at dodging missile attacks.

Troll (VI): These are large, strong, ugly humanoids. They know no fear and can regenerate wounds. They cannot regenerate wounds caused by fire.

Vegepygmie (III - IV): These semi-intelligent animated plants come in various sizes and often use simple weapons.

Worg (IV): These are evil natured, semi-intelligent wolves. They often cooperate with other creatures in packs.

Wyvern (VII): These creatures are distant relatives of dragons. They attack by biting and using the poisonous sting in their tail.

A SHORT HISTORY OF THE DALELANDS AND THE ELVEN COURT

One thousand three hundred and fifty seven years ago, humans moving north encountered the Elven Court, a huge outcropping of forest just south of the Moonsea. These humans sought and received permission from the elven rulers to settle the dales around the forest. The Standing Stone was erected to commemorate the occasion.

Out of the agreement, the various human settlements of the Dalelands were born. These settlements included Shadowdale, Mistedale, Daggerdale, and Battledale. The settlements grew around their population centers: Shadowdale, Ashabenford, Dagger Falls, and Essembra.

South and East of the Elven Court lay the human kingdom of Sembia. The Sembians cut at the forest to make planks for their ships. The elves put a stop to this by crushing the Sembians at the battle of Singing Arrows, 473 years ago. The elves and humans then made an agreement that allowed the humans to push a road from Sembia, past the standing stone, to the Moonsea. Where the road met the Moonsea the city of Hillsfar grew.

South and West of the Elven Court lay the human Kingdom of Cormyr. The forces of Cormyr have recently taken over the border town of Tilverton, but any further expansion is hindered by the southern tip of the Desertsouth Mountains. Shadow Gap and Tilver's Gap lead through the mountains, but the king of Cormyr has not yet risked his armies through the treacherous mountain passes.

Around the Moonsea, Hillsfar and other cities prospered. Zhentil Keep rose to power, fell from grace, and rose again under the power of the Zhentrim. Phlan rose to prominence, was devastated by a



blight, ruined by the dragon flight, and then rescued from permanent enslavement by a band of adventurers.

North of the Elven Court, cities outside the Dalelands arose. Yulash prospered as the center of the worship of Moander, until the elves banished Moander from the realms. Teshwave grew as a river town, until it was occupied by the forces of Zhentil Keep. Yoonlar grew on the edge of the Elven Court, and continued to grow even though its attacks toward Shadowdale were repulsed again and again. All around the Elven Court humans bustled about, building towns, clearing the wild, and remaking the land in their own image.

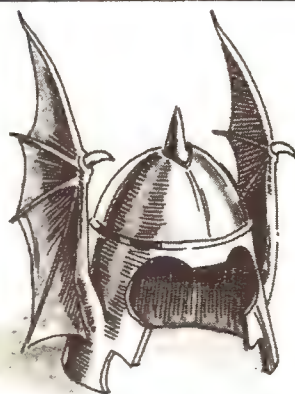
But, the battle of Singing Arrows and the road from Sembia to Hillsfar started a great debate among the elves. Could elves and humans live side by side, or was human expansion a threat to the lifestyle of the Elven Court? For hundreds of years the elves secretly debated among themselves. Scant years ago they made their decision. The elves began The Retreat.

The Retreat caught the humans around the Elven Court by surprise. Almost overnight, the inhabitants of the court and the magnificent city of Myth Drannor seemed to disappear. Once the elves decided to leave, they left swiftly. Some elves living in the communities outside the Elven Court left, but others stayed in their new homes.

The Retreat left a huge area empty. Evil forces quickly took advantage of the power vacuum. The bright elven forests quickly became dark and foreboding. The

fabled city of Myth Drannor fell into ruins and was overrun by evil creatures. And the road from Sembia to Hillsfar was no longer a safe trek for fat merchants, but a dangerous gauntlet for the adventurous traveler.

After the retreat came the Flight of the Dragons. Hundreds of dragons flew out of the north to devastate cities and towns all around the Dalelands. The dragons were driven off or destroyed, but at tremendous cost. The port in Hillsfar was closed for weeks by the huge body of a fallen dragon. The battle between the witch Sylune and a giant dragon left nothing but a crater of one corner of Shadowdale. But, the flight ended as swiftly as it had come. Once the dragons were gone, the settlements picked up the pieces and went on with their lives.



Helm of Dragons

By now, the inhabitants of the Dalelands have gotten used to the absence of the elves after The Retreat, and the damage from the Flight of the Dragons is old news. They look toward the future where another harvest ripens in the fields, battles between armies rage, and children grow up dreaming of becoming adventurers.



A BARD'S NOTES ON PHLAN AND THE POOL OF RADIANCE

The City of Phlan had risen to prominence, and then fell beneath an overwhelming tide of evil monsters. The ruined city was controlled by a powerful entity, known only as 'The Boss.'

While 'The Boss' looked outward toward even greater conquests, human settlers landed and created a foothold on the edge of Phlan. Adventurers flocked to the city in hopes of claiming a portion of the Phlan's fabled wealth.

The battle to cleanse Phlan was an epic struggle. First, adventurers cleared the city, block by block. Then, they found and defeated the concentrations of evil monsters and men in the wilderness around the city. Finally, adventurers assaulted the castle where the evil leader held sway.

When the adventurers finally battled their way into the deepest chamber of the castle, they discovered that the infamous 'Boss' of Phlan was an evil spirit named Tyranthraxus the Flamed One. Tyranthraxus had possessed the body of

a great bronze dragon and had transported the mystical 'Pool of Radiance' into his lair. The pool was an extra-dimensional portal which gave Tyranthraxus access to information and power from beings on other planes.



Amulet of Lathander

Tyranthraxus used his power to augment the dragon's already fearsome combat capabilities. He was also protected by a squad of powerful fighters with magical arms and armor. The adventurers triumphed over Tyranthraxus and his minions only after the most heroic of combats.

When Tyranthraxus was defeated he did not die. His naked spirit rose from the body of the dragon and was drawn back through the Pool of Radiance. The pool drained away and the power of Tyranthraxus was broken. Phlan was free.

Like most heroes, however, the adventurers who freed Phlan did not stay around. It is known that they took a boat from Phlan to the City of Hillsfar across the Moonsea. From there it is rumored that they traveled south and west in search of further adventure.



Journal Entries

These entries include items which adventurers might copy or file in their journal as they travel. During the game these entries are referred to by number. When the game refers to a Journal Entry, read the specific entry and place a checkmark in the box to keep track of which entries have come up in the game. Do not read ahead to other Journal Entries; some tales are false, and may lead your adventurers astray.

☐ Journal Entry 2

The assembled dragons glare down upon the party, three ancient dragons of each color: red, green, blue, black, and white. In a booming voice you hear one say, "Mortals, you have chosen a very bad time to confront us. Flee for your miserable lives now, and we shall consider letting you live."

As you consider their magnanimous offer, you hear a great beating of wings. Several dragons quickly push you to the rear, trying to hide you from view. The rest bow their heads in supplication. The gigantic, queen of evil dragons lands amidst the assembled throng. Her five heads scan the gathering - Tiamat has arrived.

☐ Journal Entry 3

"I'm afraid that I know all too well what those bonds signify. I was bonded once as well.

"The story began when a Master Harper wanted to make sure that his work would be preserved in pristine form. He was revolted at the thought of his songs and stories being corrupted and changed over time,

as all performing arts eventually are. He attempted an experiment to create a kind of flesh golem, a simulacrum of a human being, that would be an immortal vessel for all of his work. In this way he hoped to cheat the effect of time.

"Unfortunately, the Master Bard made a mistake during the creation of the vessel and one of his assistants was killed. When the Conclave of Harpers found out about the experiment, and the reasons behind it, they were appalled. The Conclave stripped the Master Bard of his powers, his magical objects, and his name. They wiped his songs and stories from the collective memories of the entire Realm. It was as if he had never existed. Then, they trapped him in a pocket dimension, and left him there. The Conclave thought the now nameless bard was effectively banished.

"However, a powerful group of magicians and monsters re-created some of the nameless bard's experiment. They tracked the nameless one to his dimensional prison and offered to help him build his vessel. In exchange, the group would have a hand in defining the vessel's "instructions." The nameless bard's obsession with his work blinded him to the evil intent of the group. He agreed to build another vessel.

"I was the result of their efforts. In order to bring me to true life, they needed to sacrifice a being of truth and goodness. The demon Phalse kidnapped my companion, Dragonbait, from another dimension. Dragonbait is a Saurian; he is the other-worldly equivalent of a Paladin.



"However, with the aid of the nameless bard, Dragonbait was able to thwart the evil ones by gifting me with a portion of his spirit. The nameless one sacrificed himself and engineered Dragonbait and my escape from the evil ones.

"After our escaped I woke up in a strange place, with manufactured memories and symbols such as yours on my arm. Don't worry. My bonds are gone, and I am now fully my own person.

"In order to remove my symbols, I had to overcome the compulsion of the bonds. Each bond is like a magical geas put on you by the person or group represented by the symbol.

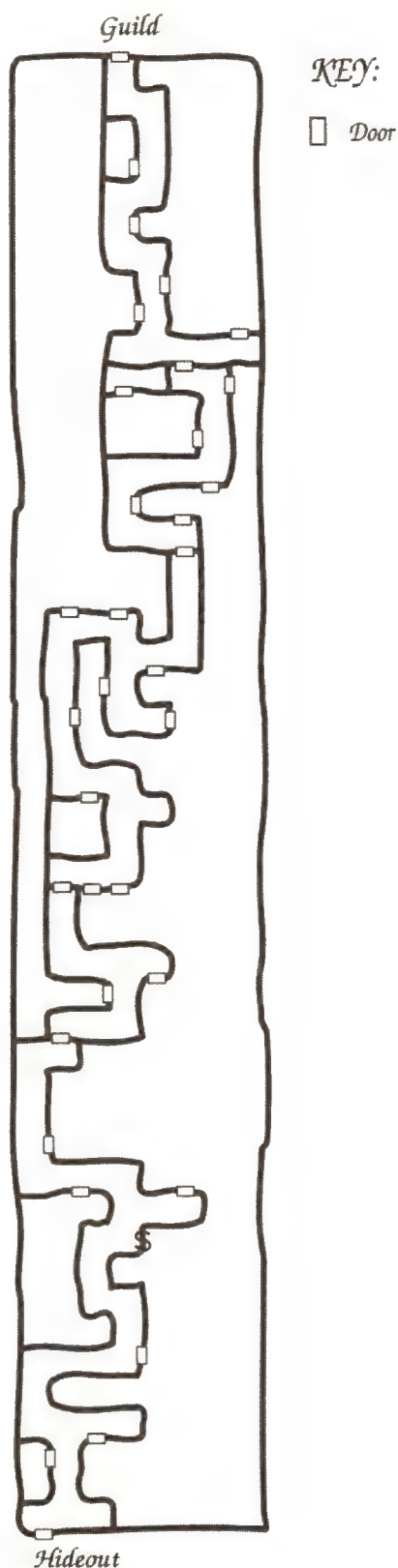
"Your only hope is to destroy the person or group that was involved in creating your bonds. I see the "mouth in hand" symbol of Moander on your arm. Perhaps we can cooperate.

"I am here because of the rumors that Moander is threatening to return again. The cultist of Moander were some of the evil ones involved in my bonding. Since you are here and carry his bond, I assume that he has managed to gather enough power to attempt his return.

"I know that the new altar of Moander is somewhere in this ruined temple. This is his original holy place on our Plane. Let Dragonbait and I help you. We have battled this evil before."

Journal Entry 4

A map marked Sewers.





❑ Journal Entry 5

"We Rakshasa are very fond of gambling. I had been having a streak of bad luck and gone through most of my possessions. Recently, I discovered that Birsheya had been cheating in those games. However, the Clan Lord will not act without proof. Birsheya guards the clan storehouse and I know that there is evidence hidden there. If you help me break in, you may select whatever you want from the storehouse, I just want the proof of Birsheya's cheating."

❑ Journal Entry 6

"The statue in my wheelbarrow was my son. We were west of Teshwave when we spotted a Beholder. We ran and hid, but my son was not quick enough. I have been begging for money to heal him since then. Could you help?"

❑ Journal Entry 7

"I am Fzoul Chembryl, high lord of the Dark Shrine. My 'precious mages', as you call them, have allowed me to follow your minion. Dexam, you overstep your authority. My mark is on these people, and the Imperceptor will know of my work in due time.

"It is I who work for the greater glory of Bane. The powers granted us by Bane, combined with the power of the secular magic-users, will bring about a Banite Hegemony in the Realms, and these bonded tools are central to the consolidation of our power. With them I hope to be able to control and avoid the traps set in magical items by the

lawful and the good. The bonded ones are under my control and authority and will remain so for as long as I live."

❑ Journal Entry 8



❑ Journal Entry 9



1. Flaming aura.
2. Can possess other bodies.
3. Involved with the Pool of Radiance.

❑ Journal Entry 10

"I have been laughed at and abused since I first came to Phlan, but now my true genius shall be seen. In the caverns beneath us are the nucleus of my fanatical army. In the river are my dragon navy and soon the gargoyles shall arrive to control the air. I shall let you live long enough to see my victory over the Flamed One. Then you shall be sacrificed to my greater glory." He laughs maniacally as you are led away.



❑ Journal Entry 11

"Your arrival is well timed. We expect the king to fall into our backup trap. It is unfortunate that you attacked the wrong target. But let me introduce the man you tried to kill." He gestures over to two prisoners, tied up against the wall. One is a thin bearded man and the other is a young woman, with a tattered purple sash.

"The man you tried to kill is Giogi Wyvernspur, an excellent mimic." Turning to Giogi, "Perhaps you could give us another rendition of the king's voice." Giogi looks at you and blanches.

"Also, let me introduce the woman who made the king's arrival possible, Princess Nacacia."

At this point, the princess slips her bonds, sweeps up a handy club and brains the leader. "Quick," she yells, "dispose of his guards before the leader can evoke your bonds!"

❑ Journal Entry 12

Dimswart says, "My name is Dimswart the Sage. I am happy to meet you, though I wish it were under better circumstances."

"I knew some other people who had bonds similar to yours and have spent some time studying them. I see that some of the symbols are missing, however, I would suppose that originally there were five."

Essentially, the symbols are power signs of five powerful factions that have banded together.

"Needless to say, they are all extremely evil. Their common purpose is to enhance their collective power. However, if this bonding follows the previous pattern, and with Moander and the Fire Knives involved I have little doubt that it will, each of the evil powers has it's own use for you, to the detriment of the others. That is your greatest advantage."

"I have personal knowledge of one of your bonds. The hand with a mouth is the symbol of Moander. His aspect was destroyed the last time he tried to enter this plane. It's probable that Mogion, his surviving High Priestess, has placed the symbol on you as part of her attempt to bring him back."

"I know little more than the identity and some rumors about the other symbols. The Z encased in a circle on a triangular field is the symbol of the Zhentrim, our hosts I'm afraid. It is said that they have a great hoard of lawful good weapons and magical items hidden somewhere. I was attempting to find out where it is when I was captured. I have determined that the hoard is not at Zhentil Keep. It is rumored that Fzoul Chembryl, the leader of the Zhentrim, is attempting to bring persons of good alignment under his power so that he can use these devices."

"The half moon with three bars is the sign of Dracandros. He is a mighty Red Wizard of Thay, but he has been banished for having an overweening ambition untempered with any sense of tact or timing. It is said he has an obsession with dragons, hence his name. His symbol also resembles that of



Elminster of Shadowdale. Dracandros obviously hopes that he can be as powerful as Elminster someday.

"Finally, the claws of flame are the symbol of Tyranthraxus, the flamed one. I thought that it would take him much longer to recover after the recent events in Phlan. His is the greatest threat, as his ambition is the domination of the entire Prime Material Plane, and he controls the Pool of Radiance, which must still exist if he is back.

"To finish off Tyranthraxus you will need three magical artifacts. I know that they have been distributed amongst three of the powers that have bonded you. One of the artifacts, the Amulet of Lathander, is somewhere here in Zhentil Keep.

Dracandros has the Helm of Dragons near Haptooth and Mogion controls the Gauntlet of Moander at Yulash. None of these items are of any use except when they are in the vicinity of the Pool of Radiance. Unfortunately, I don't know how their magic works.

"I'm afraid I won't be of much use to you in terms of fighting power. However, I have been adventuring before and know how to stay out of the way."

❑ Journal Entry 13

"It has been deemed necessary to call upon the Mulmaster Beholder Corps to counter the dragons now infesting the River Tesh. Because of the corps destructive impulses, all Zhentrim operative between Teshwave and Dagger Falls are ordered to withdraw from the area. No benefits will be paid to the widows and orphans of those who ignore this order."

❑ Journal Entry 14

The man with no name begins to glow and change. His features become evil and calculating. "Nameless opposed me as you do," the man-form says. "Now his shell protects my fiery essence. The time has come, bow to your new master - bow down to Tyranthraxus!" As he laughs, the bonds on your arms glow brightly. You feel your knees bend as you bow down before him.

❑ Journal Entry 15

"There, Great Ones, you can see that they are part of Elminster's plot to destroy all dragonkind in retaliation for the Dragonflight. You may have these assassins as a sign of my good faith in warning you. You can see on their arms the sign of Tyranthraxus, the enslaver of dragons. This sign marks them as the servants of the enslaver, as well as being pawns of Elminster!"

One Dragon, however, says, "You have not convinced me. I see the glowing bonds on these mortals. I have heard that similar bonds were used to control a warrior that attacked Mistinarperadnacles Hai Draco. I think you control these mortals with their glowing bonds. Free them and then we may judge their actions."

Dracandros says, "But, if I free them, they will attack you!"

The Dragon says, "The few of them... against the many of us! We are not afraid. Or is it you who are afraid of them? You



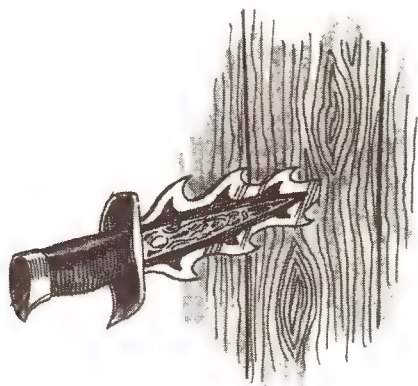
should not be. For if you lie, you should be afraid of me!" With that a drop of smoking acid escapes from the dragon's mouth past his evil, toothy grin!

Dracandros recoils from the dragon and turns to the party. He speaks a meaningless phrase and his symbol slowly disappears. The party is free of another bond.

❑ Journal Entry 16

"The creatures of the deeper caverns have begun to awake. In deference to me, they have made a present of a great artifact. It is one of the three needed to slay the Flamed One permanently. He betrayed me back in Philan, but now I shall gain revenge. As soon as we have disposed of the Zhentrim we can turn our attention to Myth Drannor and my enemy."

❑ Journal Entry 17



❑ Journal Entry 18

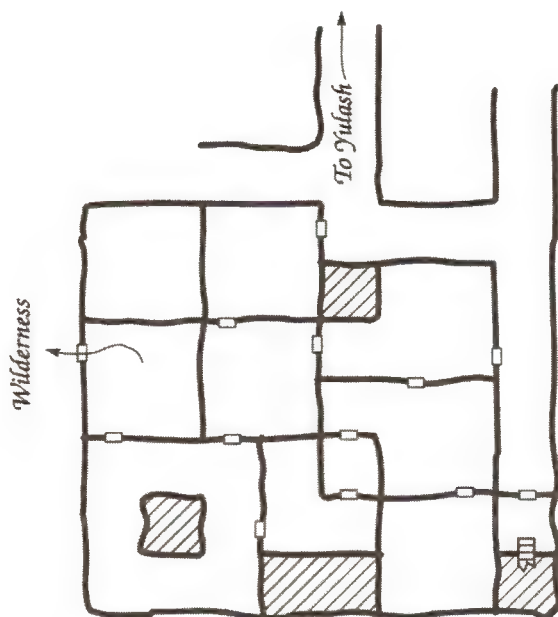
"That bond you wear — the one with the crescent moon — bears a very close similarity to Elminster's symbol. Now Elminster is not the type of man to take kindly to someone claiming that they'd been bonded

by him. So, if I were you, I'd slip out of Shadowdale and sail down to Ashabenford. Then I'd work my way south until I found a certain red wizard's tower. After that I'd get him to remove the bond. Or you could hang around here and get turned into a newt by Elminster."

❑ Journal Entry 19

As the cleric casts the spell, the bonds begin to glow brightly. Arcs of blue flame shoot out from them and strike about the room. The characters begin to writhe in extreme pain. The cleric ceases the spell, "These bonds fight my powers, removing them is beyond me. I wish you better luck. Go with Gond."

❑ Journal Entry 20



KEY:

❑ Door

/// Impassable Area

≡ Stairs



❑ Journal Entry 21

Alaterian,

Hey, you may be my brother, but if I don't get that 300 gold pieces you owe me I'm gonna come after you with a bastard sword. I don't care if you are a member of the Black Network. They can't watch you all the time. I've still got a few tricks of my own that I can use on a slime ridden, otyugh like you.

Otherwise, Mom and Dad are fine. Sis is getting too big for her britches. I may head down to the village of Hap to look into rumors of a gathering of Black Dragons.

When're you coming back to Essembra? Your wife Lilian wants to know.

By the way, I'll take her instead of the money.

Your loving brother,
Myrixlets

❑ Journal Entry 22

"I don't know why you're crazy enough to want to go down the Pit of Moander, but I can give you free passage through the city. I can guarantee that Red Plumes not molest you, but this is still a city under siege and I can't be nurse-maiding you around. It has been reported that Zhentil Keep has sent some terror teams to annoy us. Some shambling mounds have also been spotted somewhere to the east.

Here's a map to the Pit and the locations of our checkpoints. (see Journal Entry 52) You are welcome to rest in the barracks and eat in the trooper mess. I've indicated them on the map as well. Oh, be careful, the walls

and pavement in Yulash have endured some great strains recently, I can't vouch for their stability in most areas of the city."

❑ Journal Entry 23

"Ok, here's the scoop. Ya got yer condemned prisoners, them's as admitted they was guilty. They has ta fight the monsters with out no weapons—we give ya three to one if ya choose the prisoners, straight even if ya choose the monsters. On the other hand, ya got yer accused criminals, them's as said they was not guilt; they gets ta keep their weapons as they're fightin' to see if Bane will judge them as worthy. We give ya two to one on either side. Just set yerself and pays yer money. Only need one platinum piece to play."

❑ Journal Entry 24

The letter reads, "Hail Harper's Friend, we must warn you that Dracandros of Thay seeks to use you against dragonkind. To protect yourself you should seek a deadly blade that he has secreted in the caves below his tower. Still avoid the dragons if possible, they are quite deadly."
The letter is unsigned.

❑ Journal Entry 25

"We spirits of Myth Drannor have grown weak over the centuries. We can now do little but observe. We ask for your help. In return let me reveal to you a secret power of the Thri-kreen. Within this building is a



glowing red web. If you speak the word "Krrkik" while standing before it, then walk into it, you will gain great strength. I have seen many of the Thri-kreen do this."

❑ Journal Entry 26

"The men had been paralyzed by a spell cast by an invading cleric. He was after the prisoners held in the leader's room to the south. Luckily he had finally been overcome in this room."

❑ Journal Entry 27

The wounded men moan in terror about a hammer wielding maniac and a room suddenly filled with flashing blades. They hope the leaders two prisoners are worth their trouble.

❑ Journal Entry 28

Zhentrim troops that have tried to reach Dagger Falls via the River Tesh have been consumed by a dragon lying beneath the waves. It was awakened by someone from Philan who was betrayed by Zhentil Keep. He must still be somewhere near Dagger Falls, since the attacks have been recent.

❑ Journal Entry 29

The unburned part reads, "... our ally can control flame, skip from body to body and exhibits an array of extra-dimensional powers. It is my conclusion that the Flamed One can be none other than Tyran..."

❑ Journal Entry 30

"So, these are Fzoul's little secret. Very interesting. As the representative of the TRUE priests of Bane, I shall deliver you to Mulmaster and to the grand Imperceptor.

"Once in Mulmaster, I will examine these bonds in my laboratory, to your extreme discomfort I'm afraid. But, you may be comforted that during the final procedure, the one that will result in your death, the pain will not go on for more than two, or perhaps three, weeks.

"Once I have uncovered the secret of these bonds, the Imperceptor will be most angry with his dear little Fzoul, and we may finally rid ourselves of this heretic and his precious mages."

❑ Journal Entry 31

"You were brought in by a group in red robes. They said they'd found you on the road, near death. They paid for your rooms in advance, so you can stay as long as you'd like. You had those tattoos when you came in, but I've never seen anything like them. Filani the sage could help you though, you should go see her, two blocks north."

❑ Journal Entry 32

You are rudely questioned by two of the guards and their commander. For every yes answer you give one of the guards sneers knowingly and marks it down. For every no answer the other guard snorts and marks it in a different ledger. The commander writes down all of your party's vital statistics



including where you came from and your names. Anytime you ask them about their questioning they all turn, sneer, and the commander says, "We are preparing a file on you, this is strictly routine."

□ Journal Entry 33

"I am Caemir and my ancestors lived and died here in Myth Drannor. I have been plagued recently by evil dreams of my grandfather's tomb being turned into a nest for foul spider things. If you will help me lay his spirit to rest, I will give you this bow which he made." He shows you an exquisitely crafted bow that radiates powerful magic.

□ Journal Entry 34

"Yeah, well, watch yourself because there's lots of holes ya can't see and walls that are about to come down and brain you. The Red Plume's are crawling all over the place—and they have orders to kill any looters they find. You want to know where the Pit is? You're crazy. Its in the north wall of the northeastern quadrant of the city. That place is enough to make you loony though. Some Red Plume's have jumped ship rather than go on guarding the place. Oh, yeah. The Plumies have set up some checkpoints all over the city. There's one just in front of The Pit and one at the commanders HQ. Can we go now?"

□ Journal Entry 35

The letter reads, "Friend, we have come upon more news for you. To slay the accursed Flamed One who holds the most

powerful of your bonds, you will need three items, the Helm of Dragons, the Gauntlet of Moander and the Amulet of Lathander. Each is held by one of those controlling your bonds. Without these he will be able to ignore your most powerful attacks." The letter is unsigned.

□ Journal Entry 36

"We've been here for almost a month whipping these bugbears and wargs into shape. Now you've got the easy part. We can't lead these monsters against Dagger Falls, otherwise they would realize that the Zhentrim were behind this. So you take the beasties to Dagger Falls and attack the city. We'll have a "rescue force" of Zhentil Keep troops arrive soon after and repulse your attack. Then we'll occupy the city as heroes and you'll be paid most handsomely. Well, we're off to Teshwave, good luck."

□ Journal Entry 37

"This passage was used during funerals by those in the temple. They would transport the deceased remains from the temple to the burial glen through the passage. The passage comes up in a back room of the temple.

"If you try to approach the Temple on the path to the north, or through the ruins to the east, Tyranthraxus minions will spot you and he will be waiting. He does not yet know about this tunnel."



❑ Journal Entry 38

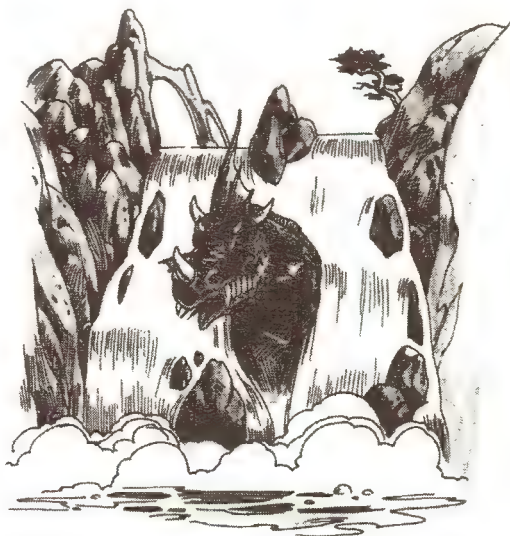
"You bear the symbol of five different organizations. Three I recognize, one I've never seen and the last causes me some concern. The flame and dagger is the symbol of the Fire Knives, a group of assassins who last operated out of Westgate. That group had been destroyed, so they must have a new base of operation. I fear I do not know where.

"The mouth in the palm is the symbol of the god Moander. This god was banished from the world, but he reappeared briefly as a pile of filth. It laid waste to a section of the city of Yulash before its defeat. The cult's color of choice is green.

"The ornate Z in the triangle is the symbol of the Zhentrim, the Black Network. These are an evil alliance of priests, mages and thieves operating out of Zhentil Keep. Some say that they run Zhentil Keep.

"The Flaming symbol I've never seen, so I can give you no information. The last symbol, with the crescent moon, bears a disturbing similarity to a powerful sage in Shadowdale. For my own safety, I'll say no more about it.

❑ Journal Entry 39



❑ Journal Entry 40

Because of the incursions along the River Tesh by Zhentrim forces, all allies are ordered to gather in the caverns beneath the falls. The dragons should be able to hold back the beholders, but I expect Zhentrim troops to follow up the attack. As pay I pledge the standard portion when we loot Teshwawe, Voonlar and Zhentil Keep. The plan is nearly complete, come at once.

Signed,
Lord Porphyrys Cadorna

❑ Journal Entry 41

The paper is heavily soiled, but you can make out, "... Knives untrustworthy, cultists unreliable, wizard insane and T seems very dangerous. Expect little reliability from the New Alliance, especially over the bonded subject. Will need to set up our own observation team. Per ..."



❑ Journal Entry 42

The letter reads, "Friend of the Harpers, we are working to provide you with allies. We have arranged for a rather unusual harp player to meet you in Zhentil Keep. In the village of Hap, the mage Akabar Bel Akash works to counter Dracandros. Finally, two excellent warriors have been sent to the Pit to aid you." The letter is unsigned.

❑ Journal Entry 43

An important man from Philan escaped proper justice. A traitorous Council member, named Cadorna, was raised from the dead and has flown to Dagger Falls.

❑ Journal Entry 44

"I am the current leader of the Swanmays, since Kith and Belinda disappeared on the Great Glacier. We need someone to infiltrate the Red Wizard's Tower and we heard that Dracandros was looking for a party bearing those symbols on your arms.

"Dracandros has gathered all the Black Dragons in the area to his tower. We need to get a special piece of one of them. If you accept our mark you will be eligible for a share of our reward. I have influence with several families that are guarding these caves, so I can get you to the tower. Once there, we would be most happy if you could get us a part of a dragon's heart, or, at least get them to leave the tower."

❑ Journal Entry 45

The centaurs recently had a brush with spiders and Thri-kreen. These monsters were heading north, apparently on a treasure hunting expedition. They were probably headed for Myth Drannor. The Thri-kreen can avoid arrows and their phase spiders are unhittable after they strike.

❑ Journal Entry 46

Most Respected Mogion of Moander, The Red Wizard Dracandros has provided a magical sending to me, alerting me that you are planning to exterminate the subjects of our little test. While I realize that you are among the survivors of not only a banished god but an earlier alliance, I must protest strongly your intention to eradicate our subjects before they are fully tested.

If you carry out this mad plot and slay our pigeons, then Dracandros, myself, and Lord T will all be forced to hunt you down and slay both you and anything you choose to bring onto this plane. Do not doubt that we can do so. Remember that I represent a more active power that is still at work in this part of the Realms, and will take poorly to your hostile actions. Once the subjects have been fully tested, then we may slay them.

One more thing: I performed the requested research for you, and you are wrong. It is only the gauntlets, not the appearance of Moander himself, which can devour the Pool of Radiance. This further



*weakens your argument to bring
"old moldy" back onto this plane.*

*Yours in darkness,
Lord Fzoul Chembryl of Bane,
Zhentil Keep*

❑ Journal Entry 47

Near the city of Dagger Falls is the waterfall it was named after. Behind it are deep caverns, abandoned until recently. New activity suggests that a man raised from the dead has taken them over. Dark things are beginning to awake in response.

❑ Journal Entry 48

"You have done well, my pets. The three artifacts that can do me harm are now in my possession. More importantly, the bonds you wear can act as the Pool of Radiance does. With them I can transfer into any of your bodies and use it for as long as I need to. Then, should the body be killed, I can transfer through the bond and back to the Pool — or to another of your bodies. I must thank you for the great freedom you have afforded me. Now come along and we will dispose of those dangerous objects."

❑ Journal Entry 49

A Dark Journey: The four dark elves take you down a long sloping corridor. After many hours, you have descended many miles and begin to pass massive black mushroom forests and a few bizarrely shaped buildings.

Finally, you reach a glowing cavern, with a large temple in the center. The dark

elves march you up into the heart of the temple. In an onyx walled room is a perfect, silvery web. In the center of the web is a giant black spider. The spider speaks in a raspy, hollow voice.

"Greetings. I represent the god of the dark elves. You are my prisoners. Your choice is simple, you may be my slaves, or be my lunch."

As you consider retreat, huge stone blocks seal the entrance. A tittering laugh echoes through the room.

❑ Journal Entry 50

Olive says, "Well now, aren't we a fine bunch of adventurers. My name is Olive Ruskettle and I know a bit about those tattoos on your arms. A pal of mine had some similar marks a while back. I wonder where she is..."

"Listen, you've got to get hold of the Amulet of Lathander. There is a man who could help you but he's been captured and is being held prisoner inside the temple. His name is Dimswart the Sage and he helped that friend of mine I told you about. I have a secret way into the temple. What do you say?"

❑ Journal Entry 51

"The human you are looking for named Dimswart. He's a very good sage, and a music lover, which is why we get along—did you know that I was a Bard? Yes sir, I've got my harp right here and I could sing for you—well, maybe now is not the time. Anyway, Fzoul Chembryl has cap-

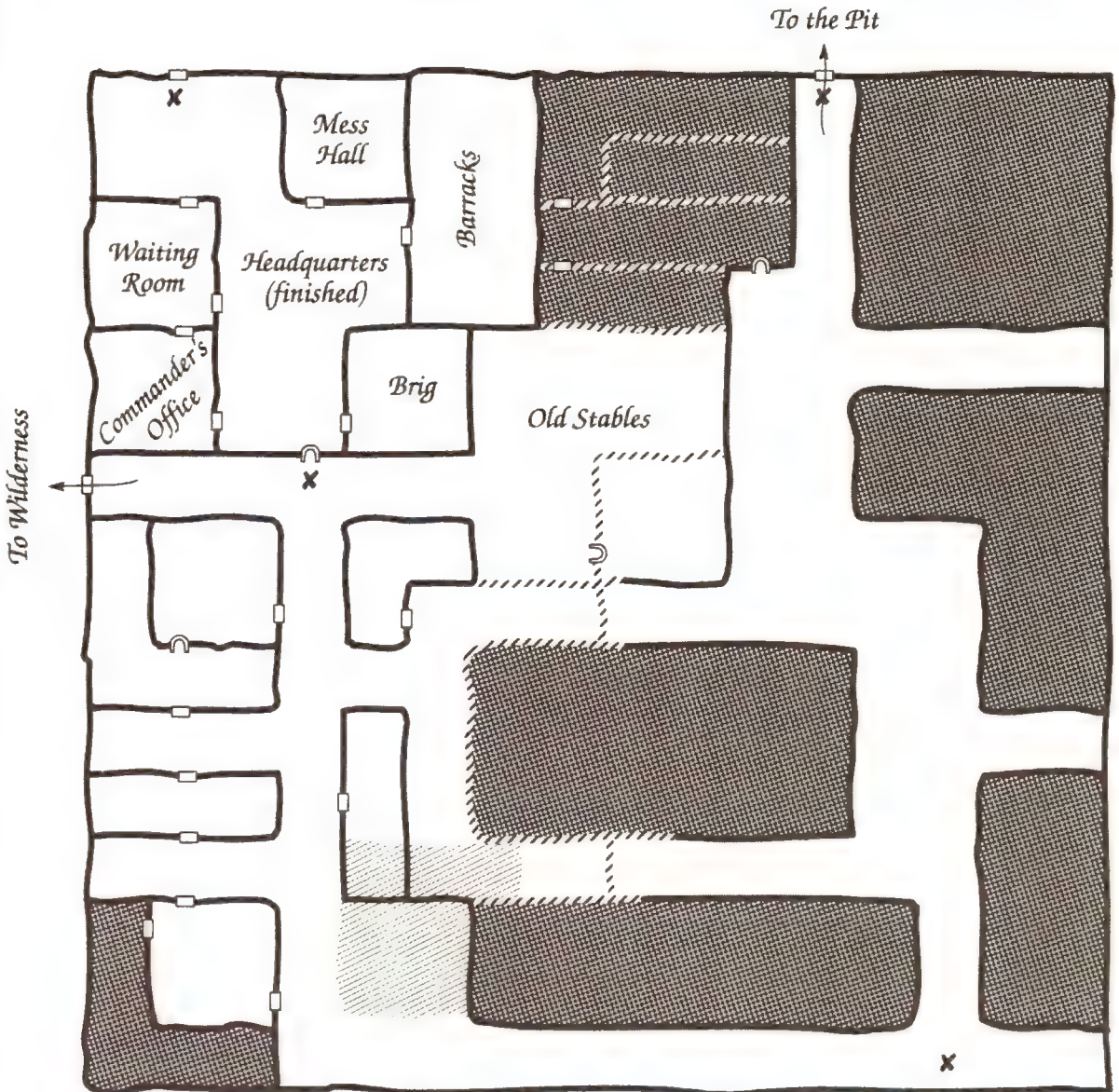


tured Dimswart in order to learn about the other bonds.

"I can get you to the jail cell but I need your help to get him out. I'll wriggle out in

my own way. I can't have any of the Banite Priests catching sight of me. But only someone as slippery as I can squeeze through the route that I know."

Journal Entry 52



KEY:

- | | | | | | |
|--------|---------------|------------------|------------|----------|-------------------|
| □ Door | ✕ Check Point | ⤿ Arched Doorway | ■ No Recon | ▨ Rubble | ░ Weak Foundation |
|--------|---------------|------------------|------------|----------|-------------------|



❑ Journal Entry 53

Suddenly the roof vaporizes and King Azoun, his wizard Vangerdahast and a troop of royal guards descend into the room. One of the guards points at your party and says, "Those are the ones who tried to kill you, your highness."

The princess leaps up and stands between you and her father. "They were under the Fire Knives' control, they couldn't help themselves. Besides that, they saved me."

The king looks at you and at the princess, "Well, the fact remains that you attempted to kill me. Also, it looks as though you wear more controlling bonds. I will not slay you, but you are banished from all Cormyr lands."

The royal guards come up and begin escorting you out. Suddenly the far door opens and Gharri of Gond steps unsteadily into the room. As you leave the room, you see the princess run over to him and they embrace. Heading out of the hideout you hear the king saying, "Nacacia, time for you to accept the duties of a princess." The voices fade.

You are taken to the outskirts of town and the guards leave. As you decide on your next move, a horse pounds out of the gate, bearing Gharri and Nacacia. She waves as they race north.

❑ Journal Entry 54

The princess has been talking with the slightly recovered leader. With a dagger to his throat he croaks, "All right, I'll release them." He mouths a meaningless syllable and your bonds fade.

❑ Journal Entry 55

"Your aid of one of our fellows in Silvertown was much appreciated. In return we must warn you that Fire Knives are watching the forest roads for you. Also the Flamed One, in the ruins of Myth Drannor seems to be taking an interest in you. Finally, something malignant seems to be watching the Standing Stones. Beware and Good Luck."

❑ Journal Entry 56

The man says, "Ask me not my name, for names are but labels men apply to that which they do not understand. I know of your bonds, and of your struggle to free yourself, for I helped create the first bonds what seems now so long ago."

"Your last bond, that of Tyranthraxus the Flamed One, is the most dangerous. Whither you know it or not, you are closer to eternal slavery now than ever, for Tyranthraxus need no longer share his power over you with others, he can turn his full fury to making sure that you do not ever escape."

"Your only hope is to catch the flamed one by surprise and deal with him before he can evoke the power of your bonds."

❑ Journal Entry 57

"It is good to speak with those with confidence enough to deal. My clan has taken this spot as a place to rest for a few mortal lifetimes. But, the Flamed One, Tyranthraxus, has stolen our followers and threatened my clan. His power is such that



we cannot attack his temple directly, though we hate him with great passion.

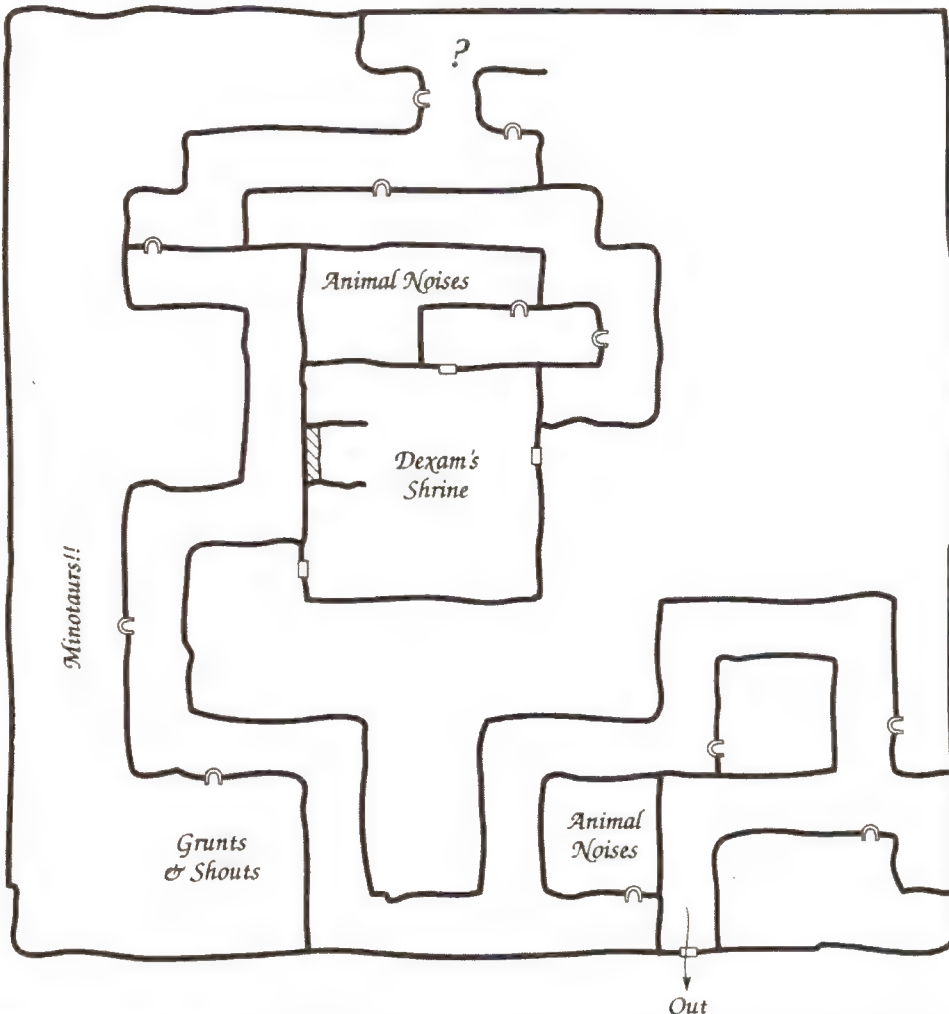
"Now to our deal. You wear the Flamed Ones mark, but I have been told you are his enemy. When you attack his temple we will bend our power to reclaim our followers. That may weaken him enough for you to be victorious."

Journal Entry 58

The letter is written in a crabbed script, "I have deemed the Displacer Beasts to be too weak for my needs. You are instructed to continue their training in the mountains near Tilverton. It would take too many of them to lay waste to the Dalelands, but I don't want them destroyed when the dragons begin their flight. You will be contacted periodically with new instructions."

The letter is signed with a symbol that matches the crescent moon bond on your arm.

Journal Entry 59



KEY:

□ Door

⌢ Arched Doorway

Altar





Tavern Tales

These entries include items which adventurers might overhear while traveling and meeting other people. During the game these entries are referred to by number. When the game refers to a Tavern Tale read the specific entry and place a checkmark in the box to keep track of which entries have come up in the game. Do not read ahead to other Tavern Tales; some tales are false, and others are important clues that are based on when and where you read them.

☐ Tavern Tale 1

Both the Princess and the King are in town in disguise.

☐ Tavern Tale 2

A flame wreathed giant walks the Elven Court. He only fears three ancient artifacts. One may lie below a waterfall to the north.

☐ Tavern Tale 3

Many soldiers think the Pit is spooky. Some have gone AWOL rather than be put on guard duty there.

☐ Tavern Tale 4

The city's sewer is among the more dangerous in the Dalelands.

☐ Tavern Tale 5

Groups of red robed assassins have been patrolling the forest trails.

☐ Tavern Tale 6

A merchant adventurer named Akabar headed south to investigate Hap. A female adventuring group also headed in that direction.

☐ Tavern Tale 7

With Teshwave in Zhentrim hands the river has become dangerous to travel.

☐ Tavern Tale 8

The Princess always has some piece of purple clothing on, that's how to spot her.

☐ Tavern Tale 9

Someone passed through recently with something he was sure would destroy the plants. He was waving a wand about.

☐ Tavern Tale 10

There's a trap door in the altar which soldiers use to deposit all magic items from their raids.

☐ Tavern Tale 11

A mercenary group from the south was slain by river pirates recently.

☐ Tavern Tale 12

With all the war going on, the rivers are getting dangerous to travel. Dragons and beholders have been seen along the Tesh.

☐ Tavern Tale 13

I hear there are Zhentil Keep terror teams in the area.



☐ Tavern Tale 14

Elminster of Shadowdale passed through in disguise, heading for Teshwave. He may be checking on the river dragons.

☐ Tavern Tale 15

Shamblers will smother you if they can grab you. Have to hack them to pieces quickly.

☐ Tavern Tale 16

Bane likes beholders. Anyone else who gets close to them will die. Best to keep your distance. If you see more than three, then they're probably scouts for the Mulmaster Beholder Corps — flee for your lives!

☐ Tavern Tale 17

Plants have a tendency to walk around here. Nastiest are the Shambling Mounds.

☐ Tavern Tale 18

Buccaneers are raiding the Moonsea again. Ship travel is getting dicey.

☐ Tavern Tale 19

The city was devastated by troops from Zhentil Keep and now all the roads are heavily patrolled.

☐ Tavern Tale 20

Watch out for falling buildings and sink holes in the rest of the city.

☐ Tavern Tale 21

Creatures have been raiding the Dale from the north and west.

☐ Tavern Tale 22

The Zhentrim mages respect only those who are as smart as they are.

☐ Tavern Tale 23

Zhentil Keep covets the Daggerdale because its the best land in the Realms.

☐ Tavern Tale 24

Dragons have been seen flying overhead. They also infest waterfalls along the river Tesh.

☐ Tavern Tale 25

The city clerk's been depressed ever since Tyranthraxus was defeated. She hasn't had any commissions to hand out.

☐ Tavern Tale 26

Dragons have been heading south for weeks. Hopefully far to the south.

☐ Tavern Tale 27

Moander once crawled to the south of here, made a swath called Moander's Road.



☐ Tavern Tale 28

Two ships have been lost travelling to Shadowdale. The river's gotten very dangerous.

☐ Tavern Tale 29

A thief in a purple vest has been raiding the rich houses. She's escaped with the help of a hammer-wielding cleric.

☐ Tavern Tale 30

The Knights of Myth Drannor fear some creatures that can lure people willingly to their deaths.

☐ Tavern Tale 31

Halflings are all thieves.

☐ Tavern Tale 32

Dark Elves have been passing through town. Their equipment always radiates magic.

☐ Tavern Tale 33

Zhentil Keep is hiring mercenaries — or rather several factions are each hiring their own forces. They've also had trouble from an ex-councilman from Phlan.

☐ Tavern Tale 34

Crazy people, with green robes, have been wandering the countryside, especially to the south.

☐ Tavern Tale 35

Zhentrim forces are gathering in Teshwave, perhaps they will march on Shadowdale or Dagger Falls.

☐ Tavern Tale 36

A friendly village of centaurs is hidden in the forests to the south.

☐ Tavern Tale 37

King Azoun of Cormyr is hunting for his wayward daughter in Silvertown.

☐ Tavern Tale 38

I heard that Dimsbart the mage has joined the Zhentrim. Who'd of imagined it.

☐ Tavern Tale 39

Fzoul is sending specially trained terror teams to harass Yulash. I hear that he's looking for mercenaries for special training.

☐ Tavern Tale 40

It's been lucky that Zhentil Keep is looking westward for expansion. At least they're a check against Hillsfar.

☐ Tavern Tale 41

Something huge and skeletal has found a lair to the south.

☐ Tavern Tale 42

If you don't want to get into trouble with the Zhentil Keep soldiers, you have to act real humble.



☐ Tavern Tale 43

Some walls and floors are dangerously shaky after Moander's rise from The Pit.

☐ Tavern Tale 44

Red wizards like creatures of fire. Cold attacks are often the best defense.

☐ Tavern Tale 45

Cultists of Moander are starting to roam the area again.

☐ Tavern Tale 46

The Elven Court is guarded by a force of knights. They're trying to keep something in, not keep people out.

☐ Tavern Tale 47

A party of insects was seen heading into the forest, heading for Myth Drannor.

☐ Tavern Tale 48

The Temple of Bane employs beholders to discipline their priests. They also have an entire corps of the critters to destroy major enemies.

☐ Tavern Tale 49

Voonlar's been building up troops again. Glad they have rotten commanders.

☐ Tavern Tale 50

That crazy halfling running around here thinks she's a bard. She sings OK but she ain't as good as Zazania Swallowtounge.

☐ Tavern Tale 51

A black ship with a large crate came from Mulmaster — Bane's highest temple. The Inquisitors are probably in town.

☐ Tavern Tale 52

The release of Moander from the Pit was a plot by Zhentil Keep.

☐ Tavern Tale 53

If you're polite and respectful to a Bane priest, they have to be respectful back, no matter what they really think.

☐ Tavern Tale 54

Dragons have been seen flying near Hillsfar. Something's happening in the south. Also creatures have been accumulating near Dagger Falls — some ancient caverns have been reopened.

☐ Tavern Tale 55

The Cormyr representative was preparing to leave after hearing the king found his daughter, but he was called back because she escaped again.



Mysterious Wand



☐ Tavern Tale 56

Green robed cultists have been seen around the Pit. They must be pining for Old Moldy.

☐ Tavern Tale 57

The city guard is pulling out away from the Temple. They don't want to get caught in a crossfire.

☐ Tavern Tale 58

Voonlar hopes to build an arena for criminals, like Zhentil Keep has.

☐ Tavern Tale 59

A young woman with a purple sash stole the crown jewels from the ruins of the Yulash palace. Rode through the gate and escaped with a man.

☐ Tavern Tale 60

Huge shapes have flown over the forest, heading south.

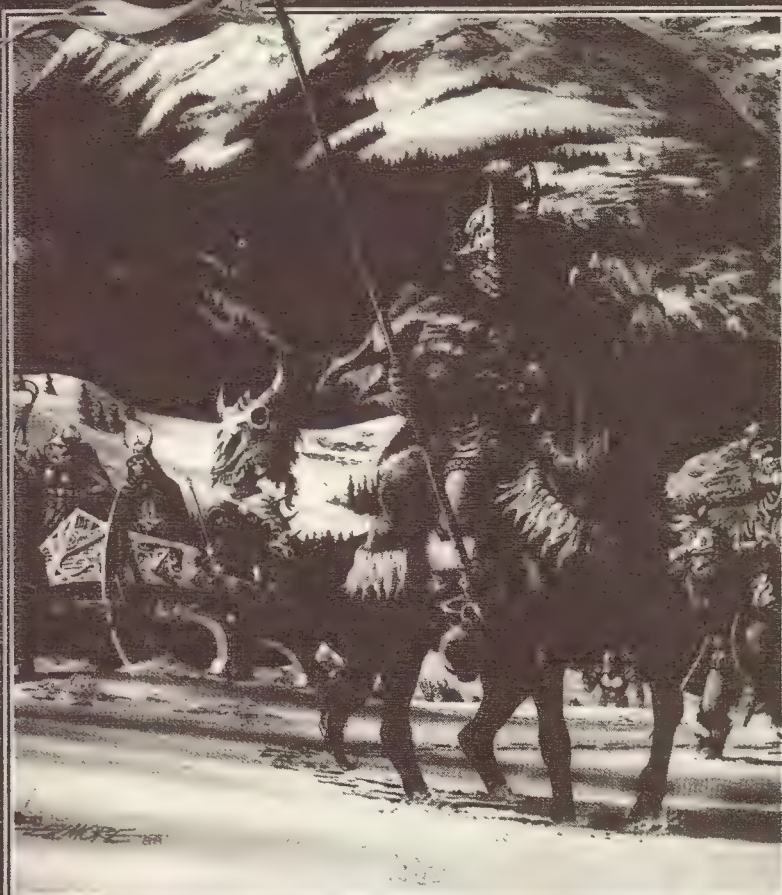
☐ Tavern Tale 61

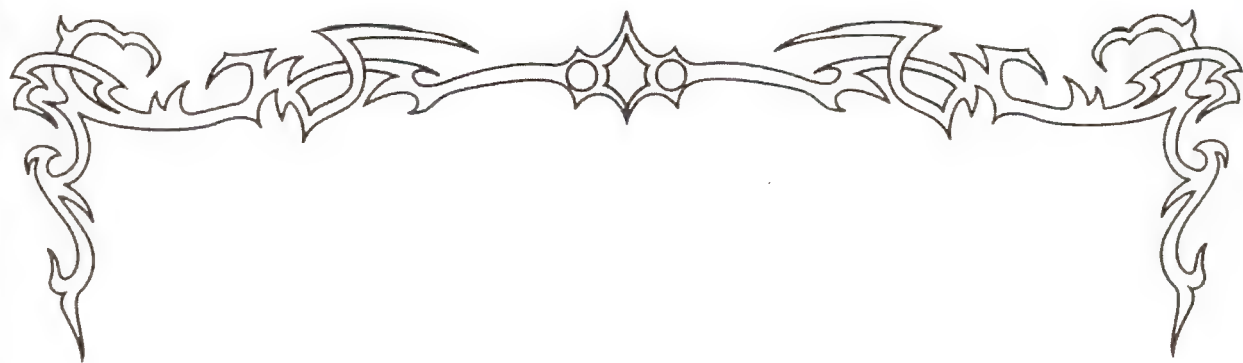
The Stojanow River valley is being converted to farms again. The pyramid is now used as part of the irrigation system.

☐ Tavern Tale 62

The previous high priest of Gond, Gharri, was Princess Nacacia's lover for while.

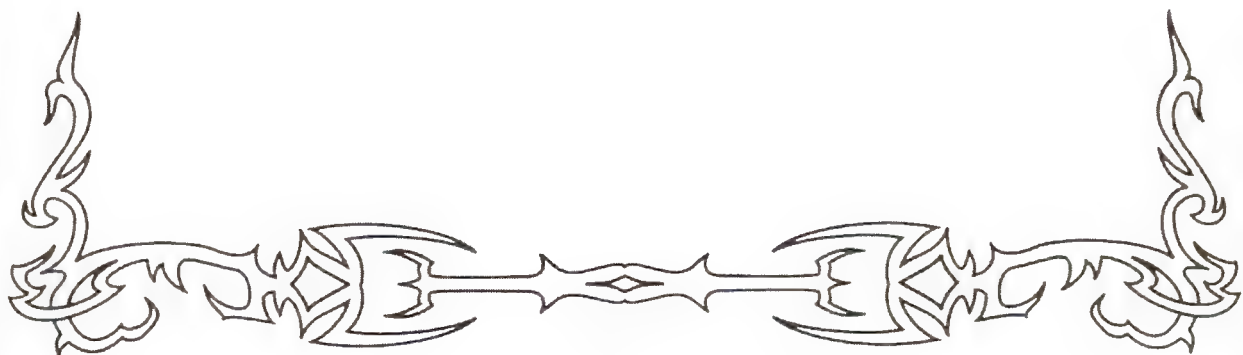
SECRET OF THE SILVER BLADES
**ADVENTURER'S
JOURNAL**





Secret of the Silver Blades

Ref Card



Secret of the Silver Blades

System Requirements: A minimum of 512K system memory available, or 640K for mouse or Tandy graphics mode is required. The mouse will not work with Tandy graphics. RAM resident programs may reduce your available system memory below the minimum required for this game. A color graphics card and monitor are also required. A minimum of one hard drive and a CD-ROM drive are required. A hard disk must have a minimum of 1.5 megabytes of available space to install the game.

Installing the Game:

1. Place the Forgotten Realms CD with **SECRET OF THE SILVER BLADES** into your CD-ROM drive.
2. Access the drive containing the CD.
3. Go into the "SECRET" directory and enter "Install".
4. Follow the on-screen prompts.

Starting The Game from Hard Disk

1. Boot your system normally with DOS 2.1 or greater.
2. Be sure that the drive containing the game is the active drive.
3. Change directory to the game's directory. Example: To change to the default directory type CD\SECRET and press ENTER/RETURN.
4. Type START and press ENTER/RETURN.

NOTE: Except when saving the game, you must have game disks in both drives.

ALL SYSTEMS

The first time you play the game you will be prompted to configure the game for your system's hardware. You will be asked to set up for graphics card, sound type, input drive type and save path.

Graphics Adapter Type : Enter the correct number for your graphics and adapter type (VGA users should enter the EGA number, 2).

Sound Type : Enter the correct number for your sound type. For most people this will be IBM PC or compatible. If you have a Tandy system or one of the sound boards supported by this program, enter the corresponding number. If you do not want sound in your game, enter 4.

Alternate Input Type : If you want to play the game using a joystick or mouse, enter 1 or 2 as indicated. To play the game using the keyboard only, enter 3.

The input device (mouse or joystick) may also be selected from the first program menu. The keyboard is always active regardless of how the system is configured.

Path to Save Drive : Most people will want to press ENTER/RETURN here. The default save path is set for the SAVE subdirectory on your active drive if you are using a hard drive. If using a floppy system, the default path is the SAVE subdirec-

tory on the non-active drive. The SAVE subdirectory is created automatically when you first save a game or character.

If you wish to save to another drive, type that drive letter followed by a colon, a back slash and the subdirectory name. Example: To save to the SAVE subdirectory on drive B, type **B:\SAVE** and press ENTER/RETURN.

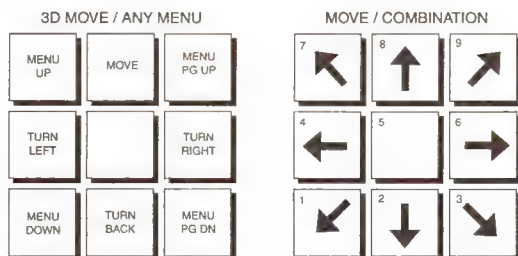
If you wish to reconfigure the game at any time, for a new graphics adapter for example, erase the BLADES.CFG file and then run the game. Use the DOS DELETE command to erase the file.

Mouse : To give commands using the mouse point to the desired command and double-click with the left mouse button.

Keyboard : To select a command using the keyboard, either press the highlighted letter in that command or use the cursor keys to highlight the command and press ENTER/RETURN.

Moving Around : The party will move through the game in 3D/Area and combat modes. Targeting spells and ranged weapons during combat is similar to moving characters. To move, first select the Move option from the bottom of the screen and then give the appropriate commands.

Keyboard Movement : The following keyboard controls are used for movement and targeting:

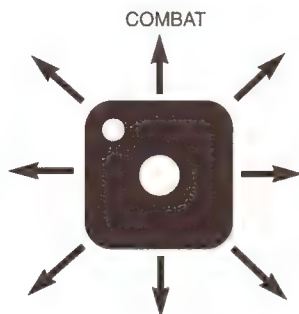
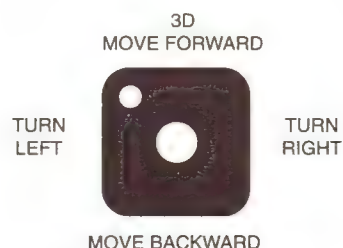


Mouse Movement: To move in 3D/Area mode with a mouse, click the mouse cursor at the edge of the display window in the direction you want to move. To move forward, click at the top of the window. To turn around, click at the bottom. To turn right or left, click on the appropriate side.

To use the mouse for combat targeting and movement, click the mouse cursor over the target square and the cursor will advance towards the target. If the target is off the screen, first select an intermediate square near the edge of the screen. To move in combat, click on the square you want to enter.

Joystick Movement : Joystick movement is similar to using the cursor controls/keypad. Select the Move command and then move the joystick.

JOYSTICK MOVEMENT



COPY PROTECTION

To answer the verification question, find the indicated word in the copy protection answer section. Type the indicated word and press ENTER/RETURN.

VAULT

To deposit items into Vault, View a character's items, highlight the desired item and use the Deposit command. To deposit specific amounts of money, View the character, highlight the appropriate denomination and use the Deposit command. To deposit all of the party's money choose the Pool command.

IBM Combat Commands : The following is a list of IBM specific commands.

Note: Scrolls can now be Joined into Bundles on the IBM.

ESC : will 'take back' a move. The function will not erase any damage taken during the move.

ALT/Q : sets all characters to QUICK (computer control).

<SPACE> : returns all characters to normal control for QUICK.

ALT/M : Toggles the magic spells on/off for characters set to QUICK.

CTRL/S : Toggles sound on/off (may be used any time).

HINT : If you find combat to easy or difficult, use the LEVEL command (Rule Book page 8).

Transferring Characters from Curse of the Azure Bonds

Start Curse of the Azure Bonds, Load the saved game that has the characters you want to transfer, and Remove those characters. Copy the files from your Curse of the Azure Bonds save directory to your Secret of the Silver Blades save directory using one of the methods given below.

Start Secret of the Silver Blades and choose the Add Character to Party option and then select Curse. A screen with the names of the Characters that have been transferred will appear.

Copying the Files

Hard Disk Systems

Most hard disk users will be able to copy the needed files from their Curse of the Azure Bonds save directory to their Secret of the Silver Blades save directory as follows:

First, get into the Secret save game directory by typing `CD\SECRET\SAVE` and then press the ENTER/RETURN key.

Then copy the files by typing `COPY C:\CURSE\SAVE\*.*` and then press the Enter/Return key.

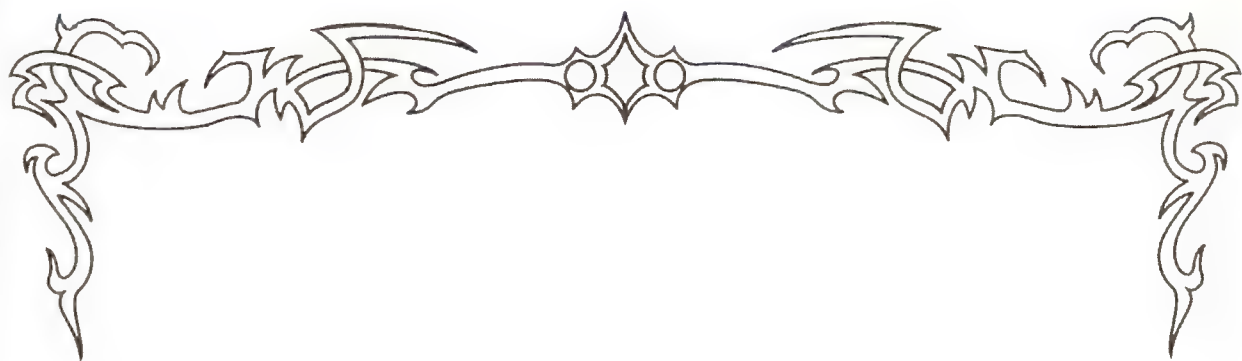
If you did not use the defaults for your save directories, (if you typed in your own save directory name or path), follow the instructions for Non-Standard Save Directories.

Non-Standard Save Directories

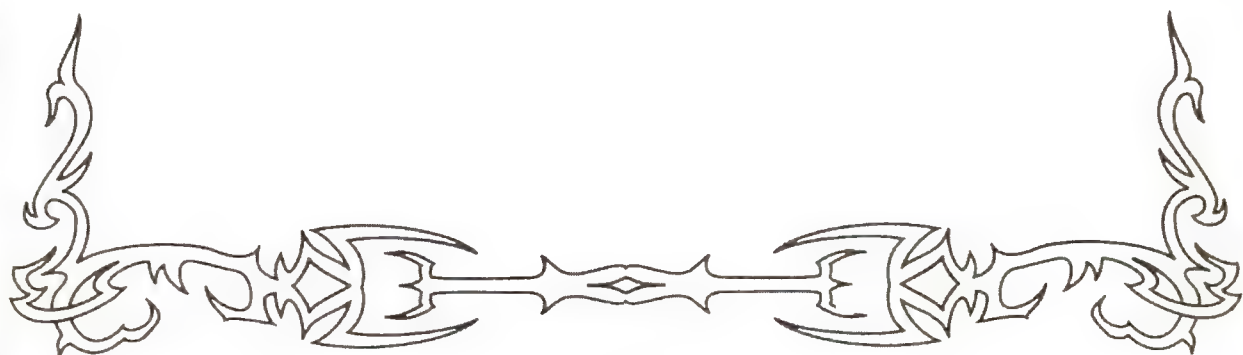
You may copy the needed files from your Curse of the Azure Bonds save directory to your Secret of the Silver Blades directory by using the `Copy*.*` command that is provided with DOS. To use this command, you must be in your Secret of the Silver Blades save directory. Use the DOS Change Directory command to get there.

Your DOS manual will explain how to use these commands. In order to use the copy command, you will have to know the name of your save directory. If you don't remember this, first change to your game directory (`CD\either Curse or Secret`).

For Curse of the Azure Bonds enter the following command -- `TYPE BLADES.CFG` and then press the Enter/Return key. The third line that appears will show the path to your save directory. For Secret of the Silver Blades enter the following command -- `TYPE BLADES.CFG` and then press the Enter/Return key. The fourth line that appears will show the path to your save directory. The name of your save directory is the last word on these lines.



Secret of the Silver Blades Journal



Dear Fafnir,

Maybe you were right, maybe I shouldn't have followed those crazy adventurers. I was such a young fool — chaffing to escape from the thumb of that officious council clerk, my head filled with the bards' songs of the great heroes who had destroyed the Pool of Radiance.

You remember what it was like. Everywhere one went, there was talk of the battle with the vampire, the cleansing of the river, the ambush at Zhentil Keep and so forth. All the lads were eager to buckle on swords and follow in the footsteps of the great saviors of the people!

And I was no exception.

When I heard that they had turned up in Tilverton, dazed and cursed with some kind of azure bonds, I could no longer restrain myself. I had to rush to my heroes' sides to see if I could help them as they had helped all of us.

Since that day, my life has been a living torment. No matter how I tried, I could never catch up to them. Along the way I have suffered every sort of misadventure imaginable. I was knocked unconscious by trained monkeys, had my pocket picked by a cute halfling, almost sacrificed to some hideous god of man-eating plants, and terror-stricken by a floating blob of eyeballs!

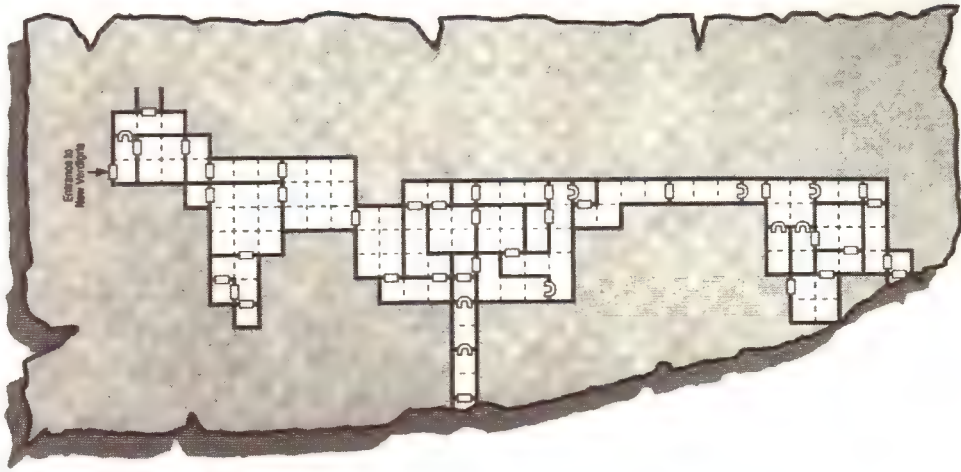
Now I am told that my heroes have appeared, naked and unconscious, in some frozen part of the Dragonspine Mountains. I have been trudging after them for days. And even though I may be cold, tired and hungry, it occurs to me now, as I write this, that the life of an adventurer is in my blood. I have witnessed many wonders, overcome dire hardships, tasted the strong flavor of life as few will ever know it!

I think, old friend, that the world will not miss one or even a hundred clerks. But the world cannot, especially in these strange times, lose a single adventurer! So I continue on at first light, knowing in my heart that soon I will be in the company of heroes.

Your friend,
Rolf

POOL OF RADIANCE CURSE OF THE AZURE BONDS
SECRET OF THE SILVER BLADES

**Adventure as a seasoned hero or start anew in any of these
epics — a party of heroes can always use a fresh champion!**



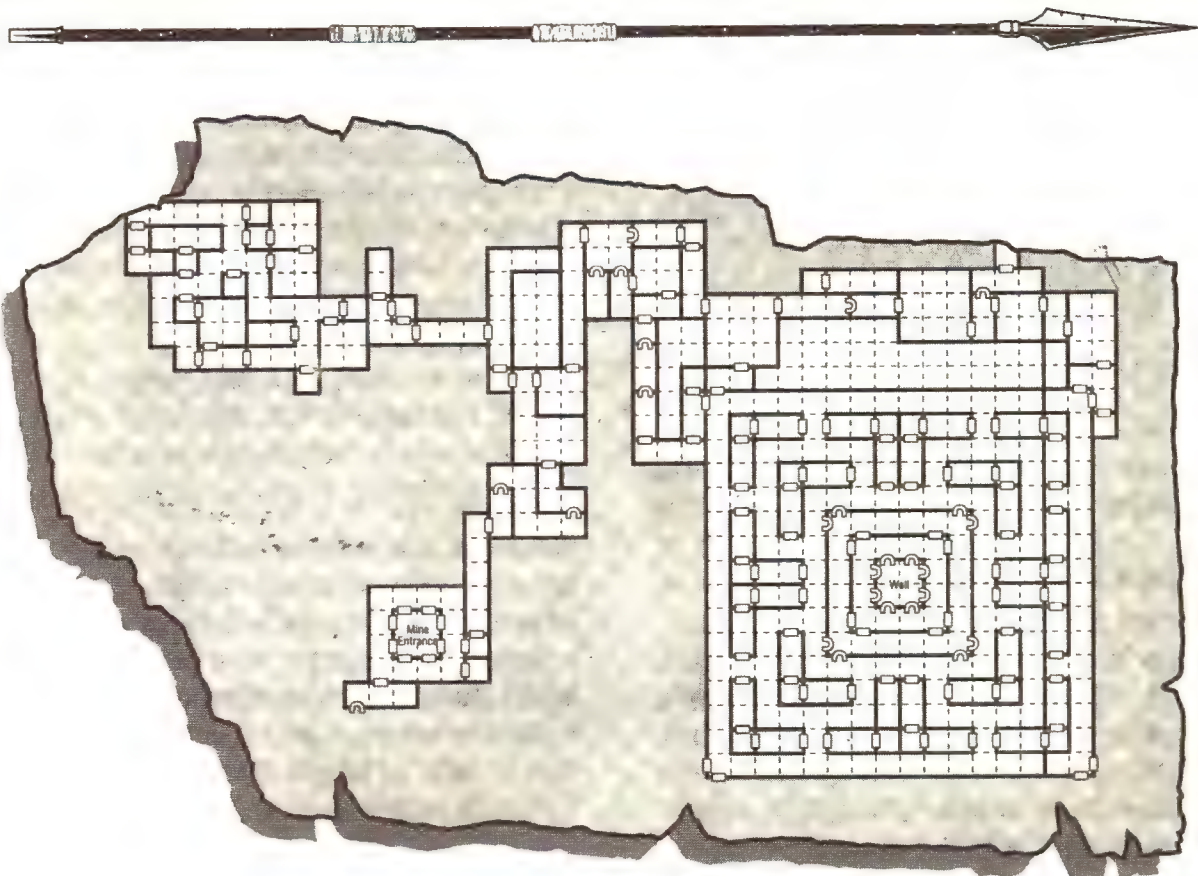
How the Heroes Arrive...

The miners haul the chests of gems to the edge of the well. The iron-banded boxes teeter a moment on the brink then tumble over and break the glassy surface with a splash. The mayor steps forward, clad in worn armor, and raises his hands skyward, beseeching, "Great Well of Knowledge, I call upon you to bring us champions to defeat the evil that infests our mine."

The sky grows dark and the ground rumbles. The air is electric with eldritch power. With a crackle of light appear several figures, laying dazed and naked upon the

ground. One of the miners moves cautiously to the nearest, and shakes him, eliciting only an incoherent groan. He looks up at the mayor and asks, "You sure these folks are worth our entire treasury? They don't seem too impressive to me. Maybe you should have asked for armor and swords and stuff too!"

The mayor frowns in concentration. "The ways of the well are mysterious... it has always been reliable, but not predictable. Our wish has summoned these heroes bereft of equipment or sense. We must take them back to town and give them whatever help we can. Only then can we hope for their aid."



The dazed bodies are loaded into carts and they begin weaving their way through a maze of collapsed buildings. Suddenly streaks of fire light the overcast sky and shoot toward the well. Straggling miners rush up to the carts yelling incoherently. "Flames from the sky... creatures attacked and encircled the well... teleporters shut down... Fritz is dead!"

The carts bounce on more quickly, until they pass through a gateway and pull up at a large house. The miners lift the still limp adventurers and take them inside. The mayor steps forward and states, "Now we wait. They must recover from the shock. We must trust that the well has provided what we need."



CHARACTERS AND PARTIES

To play *SECRET OF THE SILVER BLADES* you must have a party of adventurer characters. To build a party you must make characters of varying race and class. The characters have different attributes that will be indicated by their ability scores. The following sections will explain what you need to know to create successful adventuring parties.

The Player Races

There are six races from which you may construct your player characters (PCs). Each race has different talents and limitations. Charts and tables in the appendix at the back of the Journal summarize the abilities and class limitations for the different races. Non-human characters can also combine character classes and may also have additional special abilities.

Dwarves are a cunning race of sturdy workers and craftsmen. They are especially resistant to magic and poison. During combat, Dwarves receive bonuses when attacking man-sized giant-class creatures and are adept at dodging the attacks of larger giant-class creatures. Dwarves can be fighters, thieves, and fighter/thieves.

Elves are a tall, long-lived race. They are nearly immune to sleep and charm spells and are adept at finding hidden objects. During combat, Elves receive bonuses when attacking with swords and bows. They cannot be raised from the dead. Elves can be fighters, magic-users, thieves, fighter/magic-users, fighter/thieves, magic-user/thieves, and fighter/magic-user/thieves.

Half-Elves are hybrids with many of the virtues of both humans and elves. They are resistant to sleep and charm spells and are adept at finding hidden objects. Half-elves can be fighters, magic-users, clerics, thieves, rangers, cleric/fighters, cleric/rangers, cleric/magic-users, fighter/magic-users, fighter/thieves, magic-user/thieves, cleric/fighter/magic-users, or fighter/magic-user/thieves.

Gnomes are shorter and slimmer than their dwarf cousins. They are especially resistant to magic. During combat, Gnomes receive bonuses when attacking man-sized giant-class creatures and are adept at dodging the attacks of larger giant-class creatures. Gnomes can be fighters, thieves, and fighter/thieves.

Halflings are about half the size of a human, hence their name. They are especially resistant to magic and poison. They can be fighters, thieves, and fighter/thieves.

Humans are the most common player-race in the *Forgotten Realms*. They suffer no level racial limitations or abilities modifiers. Humans do have the disability of shorter lifespans than the other races. This may be a problem, especially if human characters have come from *Curse of the Azure Bonds* or they have been subjected to many *Haste* spells. They can be fighters, magic-users, clerics, thieves, rangers, paladins, and dual-class characters.

Ability Scores

Every character has six randomly generated ability scores. These scores fall within a range determined by the race and class of the character (see the *Range of Ability Scores by Race* table on page 47). For humans, that range is from 3 (low) to 18 (high).



Depending on the character class, one or more of these abilities will be a prime requisite. A prime requisite is an ability especially valuable to a given class (strength for a fighter, wisdom for a cleric, etc). Characters receive bonus experience points when their prime requisite scores are at or above a certain number (16 in most instances).

Non-human characters may receive modifiers to the basic ability scores to reflect differences between the races. Dwarves, for instance, get a +1 constitution bonus and may have a maximum constitution of 19 instead of 18. When a character is generated with the CREATE NEW CHARACTER command, all racial modifiers are calculated automatically.

Strength (STR) is the measure of physical power. The higher a character's strength, the more he can carry, the more likely he is to hit in melee combat, and the more damage he will do when he does hit. Fighters, rangers, and paladins with an 18 strength also have a percentage value from 1 to 100. The maximum percentage values vary from race to race. Strength is most important for fighter type characters (fighters, rangers, paladins). If it is 16 or higher, fighters receive a bonus of 10% additional experience points. Paladins must have strength and wisdom of 16 or higher to get the experience bonus. Rangers must have strength, intelligence and wisdom of 16 or greater to receive the bonus.

Non-human fighters may have a lower maximum level if their strength is less than 18. There is a Strength table on page 48.

Intelligence (INT) is the measure of learning ability. Magic-users with an intelligence of 16 or higher receive a 10% experience point bonus. Non-human magic-users may have a lower maximum level if their intelligence is less than 18. Rangers must have strength, intelligence and wisdom of 16 or higher to receive a 10% experience point bonus.

Wisdom (WIS) is the measure of ability to understand the ways of the world and to interact with the world. Clerics get the 10% experience bonus if their wisdom is 16 or higher. Clerics with a wisdom of 14 or higher receive additional low level spells. Paladins must have strength and wisdom of 16 or higher to get the experience bonus. Rangers must have strength, intelligence and wisdom of 16 or greater to receive the bonus. There is a Wisdom Bonus table for clerics on page 56.

Dexterity (DEX) is the measure of manual dexterity and agility. Thieves especially benefit from high dexterity. Thieves receive a 10% experience benefit if their dexterity is 16 or higher. For every dexterity point from 15 to 18, a character receives a corresponding one point improvement in his armor class. For every dexterity point from 16 to 18, a character receives a one point improvement on his ability to hit with missile weapons. It is highly recommended that all characters have a high dexterity. This is considered essential for magic-users and thieves. There is a Dexterity effects table on page 48.



Constitution (CON) is the measure of overall health. Fighters receive one extra hit point (HP) per hit die for each point of constitution above 14. Non-fighters receive similar benefits except they receive a maximum of two extra HP per level (no HP benefits for constitutions above 16).

Constitution also determines the maximum number of times that a character can be raised from the dead and the percent chance of a resurrection attempt being successful. Every time a character is successfully resurrected, he loses one point of constitution. There is a Constitution Effects table on page 48.

Charisma (CHA) is the measure of how others react to a character. Charisma is sometimes a factor when the character has an encounter with NPCs. The higher a character's charisma, the more that character can persuade others to do what he wants. The character with the highest charisma should be the active character when parlaying.

Each character also has three other important values that change as the game goes on: Experience Points (XP), Level, and Hitpoints (HP).

Experience Points (XP) are a measure of what the character has learned on his adventures. Characters receive XP for actions such as fighting monsters, finding treasures and successfully completing quests. See the Advancement Tables for each class' XP requirements.

Level is a measure of a character's ability in his class. As characters gain

XP, they may go up in levels. Most new characters will begin the game at 8th level, except magic-users, which start at 9th level, and thieves, which start at 10th level. Characters with racial level limits may start the game at their maximum level if it is less than the normal starting level.

Example:

A gnome fighter with a strength of 18 has a maximum of 6th level—two levels below the normal starting level. The gnome would start the game at 6th level and never advance.

When characters have enough XP they can go to a hall and receive the training required to increase in level. Characters may only advance one level at a time. If a character has gained enough XP to go up two or more levels since the last time he has trained, he will go up one level and lose all XP in excess of one point below the next level.

Example:

An 11th level thief enters a training hall with 890,000 XP. He will leave as a twelfth level thief with 660,000 XP.

Once characters have reached their maximum levels for this game, they should not train.

Hitpoints (HP) represent the amount of damage a character can take before he goes unconscious or dies. Characters gain HP every time they increase in level. Bonuses for high constitutions are calculated automatically.

The maximum potential number of HP a character can have is referred to as Hit Dice. An 8th level fighter, for example, has 8 d10 hit dice. This



means that his theoretical hitpoint maximum is $(8 * 10 = 80)$ plus any constitution bonus. In the actual game, the hit points would be eight random numbers from 1 to 10, plus the constitution bonus.

When a character takes enough damage that his HP reach 0, he is unconscious. If the character's HP drop to anything from -1 to -9, he will lose one HP per turn from bleeding until he is bandaged or dies. A character is dead if HP drops to -10 HP or less. When you view a character, his HP on the screen will never be displayed as less than 0.

Character Classes

A character must belong to at least one character class. Non-human characters can have more than one class at the same time. Non-human characters with multiple classes have more playing options, but increase in level slower because XP is divided evenly among all classes.

Characters receive HP, spells and abilities based on their class, level and (sometimes) ability scores. Refer to the tables at the back of the journal to find the hit dice and spells (if any) that a character receives.

Note: Dice (d) is the term used to describe the range for a randomly generated number. Dice are referred to by the range they represent. A d6 has a range from 1 through 6, a d10 has a range from 1 through 10.

Clerics have spells bestowed on them by their deity and can fight wearing armor and using crushing (no edged or pointed) weapons. Clerics must memorize their spells just as magic-users, but they do not use grimoires (spell books). When clerics

gain a new spell level, they will automatically be able to use any of the available spells for the new level. The prime requisite for clerics is wisdom.

Fighters can fight with any armor or weapons, but they cannot cast magic spells. Fighters can have exceptional strength and gain additional HP bonuses if they have a Constitution of 17+. The prime requisite for fighters is strength.

Rangers can fight with any armor or weapons. Rangers can have exceptional strength and gain additional HP bonuses if they have a Constitution of 17+. They do additional damage in combat when fighting giant-class creatures. At 8th level rangers may begin to cast druid spells, at 9th level they gain magic-user spells. Rangers must be of good alignment and have ability scores of at least 13 in strength and intelligence and at least 14 in wisdom and constitution. The prime requisites for rangers are strength, intelligence, and wisdom.

Paladins can fight with any armor or weapons and can cast a few clerical spells once they reach 9th level. Paladins can have exceptional strength and gain additional HP bonuses if they have a Constitution of 17+. They are more resistant to spells and poison, can turn undead creatures as if they were a cleric two levels below their current level and are always surrounded by the equivalent of a Protection from Evil spell. A paladin may heal two HP of damage per his level once a day. A paladin may Cure Disease once a week at 1st-5th levels, twice a week at 6th-10th and



three times a week at 11th-15th level. At 9th level paladins gain the ability to cast clerical spells. A paladin will not adventure with any evil characters. Paladins must be of lawful good alignment and have ability scores of at least 9 in intelligence and wisdom, at least 12 in strength, at least 13 in wisdom, and at least 17 in charisma. The prime requisites for paladins are strength and wisdom.

Magic-Users have powerful spells, but can use no armor and few weapons. They can only memorize those spells available in their magical grimoires (personal spell books) or use scrolls. Magic-users may add new spells to their grimoires whenever they go up in level or find scrolls with spells of levels that they scribe. The prime requisite for magic-users is intelligence.

Thieves can fight with swords and slings and wear leather armor. In combat they do additional damage 'back stabbing' which is described in the Combat section. Thieves also have special skills for opening locks and removing traps. High level thieves also have a chance of casting magic-user spells from scrolls. The prime requisite for thieves is dexterity.

Multi-class are non-human characters who belong to two or more classes at the same time. The character's experience points are divided among each of the classes, even after the character can no longer advance in one or more of those classes. The character's HP per level are averaged among the classes. The multi-class character gains all the benefits of all classes with regard to weapons and equipment.

Dual-class are human characters who had one class for the first part of their life, and then changed into a new class for the remainder. Once a character changes classes, he cannot advance in his old class. Dual-class characters do not gain HP and cannot use the abilities of the old class while their new class level is less than or equal to the old class level. Once the character's level in his new class is greater than his level in his old class, he gains HP according to his new class and may use abilities from both classes. Human dual-class magic-users may not cast magic-user spells while they are wearing armor.

ALIGNMENT

Alignment is the philosophy a character lives by. Alignment can affect how NPCs and some magic items in the game react to a character.

Lawful Good characters believe in the rule of law for the good of all.

Lawful Neutral characters believe the rule of law is more important than any objective good or evil outcome.

Lawful Evil believe in the rule of law as a tool to achieve evil ends.

Neutral Good characters believe that the triumph of good is more important than the rule of either law or chaos.

True Neutral characters believe that there must be a balance between good and evil, and law and chaos.

Neutral Evil characters believe that evil ends are more important than the methods used to achieve them.

Chaotic Good characters believe in creating good outcomes unfettered by the rule of law.



Chaotic Neutral characters believe that the freedom to act is more important than any objective good or evil outcome.

Chaotic Evil believe that chaos is the best environment for practicing evil acts.

Building a Successful Party

Forming a strong and adaptable party is a key to success in *SECRET OF THE SILVER BLADES*. Up to six Player Characters (PCs) may be in a party. A party with fewer than six characters is less powerful and more likely to be eliminated by your enemies.

Include a variety of classes in a party including: clerics, magic-users, thieves, paladins, and fighters. Here are two sample parties as examples:

Sample Party 1:

Human Paladin
Dwarven Fighter/Thief
3 Human Rangers
Human Cleric

The paladin has the benefit of Protection from Evil in a 10' radius. All characters in range of the effect get an AC improvement of two. The dwarf fighter/thief offers the advantages of a thief (lockpicking and disarming traps) with the better armor and HP of a fighter. Rangers do extra damage against giant type creatures and have some spell casting abilities. It may be a good idea to have one or two of the rangers become dual-class ranger/magic-users after they reach 9th level (225,001 XP). This permits spell casting while wearing armor. A cleric is absolutely essential for his valuable healing spells.

Sample Party 2:

Human Paladin
Human Ranger
Dwarven Fighter/Thief
2 Human Magic-Users
Human Cleric

This party is similar to the one above, except that having the two magic-users puts a larger emphasis on magic in combat.

Outfitting the Party

The following are some suggestions for distributing the magic items given to the party by the mayor of New Verdigris, and what equipment to purchase from the armoury.

Fighter Classes

Distribute magical armor and weapons to fighters first. Give the Gauntlets of Ogre Power to the weakest fighter. Buy shields, banded mail, broad swords, long bows, and arrows for any remaining fighters.

Magic-users

Distribute the bracers, wand, and scroll to magic-user characters. Buy quarterstaves and darts for all magic-users.

Clerics

Give the +1 mace to a cleric. Buy banded mail, shields, staff slings, and maces for all clerics.

Thieves

Give the +1 leather to a thief character. Buy leather armor, short sword, short bow, and arrows for thieves.

Preparation Tips

Once the party has been outfitted, encamp at the mayor's house and ready your weapons, armor and shields. Then have all spellcasters memorize spells. Finally, save the game before continuing.

COMBAT

Combat occurs often during your adventures. Combat takes place on a tactical map. This map is a detailed 3-D view of the map terrain that the party was in when combat began. This map is overlaid with an invisible square grid.

As you move characters, you will notice that everything moves on the grid from square to square. Moving diagonally often costs more movement points than moving horizontally or vertically.

Initiative

Each round of combat is divided into 10 segments. Which segment a character or monster acts in depends on his initiative number. This is a randomly generated number for each character and monster. This random number is generated at the beginning of each combat round and is modified by dexterity bonuses or penalties and random factors (such as surprise) to arrive at the initiative number.

Sometimes a character will act in segment 10 of one round and segment 1 in the next, appearing to act twice in a row. This is especially common if you use the DELAY command. When the DELAY command is given, that character's action will be delayed until segment 10.



Computer Control

The computer controls the actions of monsters, NPCs, and PCs set to computer control with the QUICK command. You may take control of PC characters during any combat round.

Combat Ability

Each character's ability in combat is defined by his THAC $\emptyset$, damage and AC.

AC

A character or monster's difficulty to be hit is represented by his armor class or AC. The lower the AC the harder it is to hit the target. AC is based on the armor a character is wearing and any dexterity bonus. Some magic items, such as enchanted armor, will help a character's AC.

THAC $\emptyset$

The character's THAC $\emptyset$ represents his ability to hit enemies in melee or with missile fire. THAC $\emptyset$ stands for To Hit Armor Class $\emptyset$. This is the number a character must 'roll' equal to or greater than to do damage on a target with an AC of $\emptyset$. The lower the THAC $\emptyset$ the better the chance to hit the target.



NOTE: the generation of a random number is often referred to as a 'roll'. In determining if an attack is successful, the roll is a random number from 1 through 20.

An attack is successful if the random number is greater than or equal to the attacker's THACØ minus the target's AC. THACØ may be modified by range, attacking from the rear, magic weapons, and magic spells among other things.

Example:

A fighter with a THACØ of 15 attacking a monster with an AC of 3 would need to roll:

$$(\text{THACØ } 15) - (\text{AC } 3) = 12+$$

But to hit a monster with an AC of -2 he would need to roll:

$$(\text{THACØ } 15) - (\text{AC } -2) = 17+$$

Damage

When a hit is scored, the attacker does damage. Damage is the range of HP loss the attacker inflicts when he hits an opponent in combat. Damage depends on the attacker's strength and weapon type. The damage each weapon can do is summarized in the Weapon List on page 54.

Some monsters take only partial or no damage from certain weapon types. Giant slugs, for example, take no damage from blunt weapons (maces, etc), while some other monsters only take damage from magical weapons.

Saving Throws

Whenever characters or monsters are poisoned, or attacked by most magic spells, such as Fireball or Lightning, the computer checks to see if they made their Saving Throw. A successful save means that the target had

some innate immunity to the poison, or was not hit full-force by the spell. Generally, a successful save will mean that the target was unaffected or damage that would otherwise be taken is halved.

Back Stabbing

A thief will back stab if he attacks a target from exactly opposite the first character to attack the target. The thief may not back stab if he has readied armor heavier than leather (exception: elfin chain mail). A back stab has a better chance of hitting and does additional damage.

Missile Attacks

A character may not attack an adjacent target with a missile weapon (bow, sling, etc.). A character may attack an adjacent target with a thrown weapon (ax, club, etc.).

Bows can attack twice per turn. Thrown darts can attack three times per turn.

Multiple Attacks

Fighters, Paladins, and Rangers attack more than once per combat round when they get to higher levels. The first bonus is three attacks every two rounds. Later, they attack twice each round. See the chart on page 49.

All of a character's attacks are aimed against the first target. If the first target goes down with the first attack, aim any remaining attack at another target.



Movement

The number of squares a character can move is affected by the weight he's carrying, his strength, and the kind of armor he has readied. A character's movement range is displayed on the view screen and when moving during combat.

Running Away

A character may flee from the battlefield if he can move faster than all enemies. A character may not move off the battlefield if he moves slower than any enemies. A character has a 50% chance to move off the battlefield if he can move as fast as the fastest enemy monster.

Exception: If a monster or character can reach the edge of the combat map without any of his opponents being able to see him, he may then flee successfully even though he may be slower than his opponents.

A character that moves off the battlefield returns to the party after the fight is over. If the whole party flees it will not receive any XP for monsters killed before retreating.

After Combat

If one or more characters survive on the battlefield at the end of combat, the bodies of unconscious or dead party members stay with the party. If the entire party flees from combat, all unconscious and dead party members are permanently lost. If ALL the party members are slain, go back to your last Saved Game and try again from that point.

Combat Strategies

Throughout *SECRET OF THE SILVER BLADES*, your party engages a colorful collection of foes. At times, the party may elect to avoid a confrontation, choosing conversation or flight instead. More often, however, they must stand and fight.

To succeed in combat, a skilled player deploys his party well, casts effective spells before and during combat, maneuvers his characters into advantageous position, and attacks using his most powerful characters and weapons.

Deploying the Party

When a battle begins, your party is automatically positioned based on the existing order of the characters. Characters near the top of the order will be in the front lines and vulnerable to attack. To change the starting deployment, change the order from the Alter menu while encamped. Shift the heavily-armored fighters up the list and the vulnerable magic-users and thieves towards the bottom of the list. Party order cannot be changed while in combat.

When battle begins, your party may be placed in a bad position. If you wish to be defensive, move your characters to anchor your flanks on an obstacle such as a wall. Keep your magic-users behind the front line. Setting up behind a doorway that your enemies have to move through makes for a very strong defensive position.

Characters who are seriously injured should be moved out of the front lines if possible. Be warned, if you move away from an adjacent enemy, he will get a free attack at your back. Back attacks have an improved chance to hit.



Missile weapons cannot be fired if there is an adjacent opponent. If you want to fire missiles, make sure you keep away from the enemy. Thrown weapons, such as axes, are exceptions as they may be used either as a missile weapon or a melee weapon. If you want to stop enemy missile fire, move someone next to the opponent.

Exploit your opponents' weaknesses by directing attacks against helpless enemy characters. Gang up on isolated foes. Concentrate your attacks to eliminate one opponent rather than injure many (*Exception: enemy spell casters*). A foe with one HP remaining attacks as powerfully as an uninjured one.

A spell caster who takes damage cannot cast a spell that round. If the spell caster had started to cast and was hit, he will lose that spell from memory. Therefore, try to injure all enemy spell casters every round even if it is only for one point of damage. Conversely, if you want to cast spells, make sure your spell casters are protected.

MAGIC

Magic is integral to your success in *SECRET OF THE SILVER BLADES*. Magic-users, clerics and high-level paladins and rangers can cast spells.

A spell can exist in one of four forms: in a character's memory, in a character's grimoire (spell book), in a scroll, or in a wand.

Scrolls and Wands

To cast spells from magic-user scrolls, the character must cast Read Magic from camp or have the scroll identified. Magic users can then cast with

the USE command after the contents of the scroll are known.

The USE command can cast spells from clerical scrolls and from wands.

Thieves of 10th or greater level have a 75% chance of successfully using a magic-user scroll.

Memorized Spells

Any spell-caster with a memorized spell can cast it using the CAST command. Spells are memorized during rest while encamped. Memorizing a spell takes 15 minutes of game time per spell level, plus a minimum period of preparation. First and second level spells take a minimum preparation of four hours. Third and fourth level spells take a minimum preparation of six hours.

Example:

To memorize (2) 1st level spells, (1) 2nd level spell and (1) 3rd level spell would take:
 $(6 \text{ hours preparation}) + (2 * 15 \text{ min}) + (1 * 30 \text{ min}) + (1 * 45 \text{ min}) = 7 \text{ hours } 45 \text{ min}$

Spells do not automatically have full effect on their target. Each target of a spell may get a saving throw to avoid some or all of the effect of the spell. As a character gains levels, his saving throws improve.

Note: some monsters have magic resistance which gives them a greater chance to be unaffected by the spell.

Magic-Users

When a magic-user trains for a new level in a Hall, he is allowed to select a new spell to scribe into his grimoire.



A magic-user can also scribe spells from identified scrolls if he is of high enough level to cast them. A magic-user must cast the Read Magic spell in order to identify the spells on the scroll. A spell disappears after it has been scribed or cast. Only magic-users (and high level thieves) can cast magic-user spells from scrolls.

Clerics

Clerical magic requires no spell books. All clerical spells of the appropriate level are always available to a cleric or high-level Paladin, the character need only memorize them.

When a cleric finds a clerical scroll, he can use the spells directly from the scroll regardless of level. Paladins can never use clerical scrolls, even if they may cast the spells.

Tips on Magic Spells

Both clerics and magic-users may cast spells which assist the party in combat. Preparatory spells just before a battle can protect and strengthen characters. During battle, your spells will damage your opponents and help your party.

Spells should be memorized as soon as possible after they are used. This is most likely to happen after combat. Encamp, have your spell-casters memorize spells and select REST to allow them to imprint the spells for later use.

Note: After resting, it is a good idea to save your game. Save your game after every tough combat. You should have at least two separate saved games at all times and alternate between them. This will allow you to go back to a save before a fatal battle.



MAGICAL TREASURES

As you travel about and encounter the monsters and puzzles that stand between you and finishing your various quests, you will also find magical items to help you on your way. Here are descriptions of some items that you may find. Not all of these items may be found in your adventure. You can find out if there is a magic item in a treasure by doing a Detect Magic spell using the DETECT command. To find out specifically what an item is, you must take it to an armoury or find a shop and have it identified.

Some magic items are, in reality, cursed and can do great harm. When a character readies a cursed item, a Remove Curse spell must be cast before the item can be dropped. Some magic items, such as wands or scrolls, may only be used by certain classes. Others may not work at all if certain other magic items are also in use.

Wands

Wands are the traditional objects of enchantment. Wands generally will cast a set number of a given spell (10

Fire Balls or 15 Magic Missiles for instance). Only experimentation or paying to have them identified will tell what a wand does. The USE command allows a character to cast spells with a readied wand.

Potions

Potions are a common magical treasure. Potions may heal wounded characters, cause them to become hastened or invisible, or cause any number of other effects. The USE command will allow a character to drink a readied potion.

Scrolls

Either clerical or for magic-users, these items may have spells that characters couldn't otherwise cast. A magic-user may use SCRIBE to permanently transfer a scroll into his grimoire if the spell is of a level that he can memorize. Magic-users and clerics can cast spells directly from scrolls with the USE command. High level thieves may also attempt to cast



magic-user spells from scrolls. Scrolls disappear after they have been used or scribed.

Enchanted Armor and Shields

Sometimes you may run across armor or shields that have been created by skilled craftsmen and then enchanted with protective spells. The power of the magic on these items may vary a great deal. Enchanted armor has the great advantage of offering improved protection with less encumbrance than the same type of mundane armor. To use these items merely ready them from the Items Menu.

Enchanted Weapons

Enchanted weapons come in many sizes, shapes and potencies. Sometimes a weapon will add between one and five or so to your THACØ and damage. Other weapons may have other fantastic magical properties including extra bonuses against specific types of creatures. Once a magic weapon has been readied from the Items Menu, the character will have it for all combats.

Enchanted Adornments

Bracers, necklaces, periapts, and especially rings are favorite objects for magical enchantment. These items may have any number of magical properties. Some items will help your AC, others may fire Magic Missiles, or even be cursed. Once one of these items has been readied from the Items Menu, a character will



automatically gain all effects. The exception to this rule is that certain magical necklaces require the USE command to work.

Enchanted Clothing

Wizards will sometimes cast enchantments on commonplace items of clothing such as gauntlets or cloaks. A wide variety of these items are known to exist. To use these items ready them from the Items Menu.

Gauntlets of Ogre Strength

When worn, these gauntlets will give a character the tremendous strength and combat bonuses of an ogre. To wear the gauntlets, Ready them.

CREATURES OF THE FORGOTTEN REALMS

The denizens of these regions are many and varied. Here is a list of monsters you may encounter in your adventures. Some of these creatures are extremely rare, and you may never cross paths with them at all.



Basilisk

Reptilian monsters whose very gaze can turn to stone any fleshy creature.



Cockatrice

A repulsive creature that appears as part cock, part lizard. They have the power to turn flesh to stone.



Crocodile (Giant)

Large reptilian carnivores—much more dangerous than their smaller cousins.



Displacer Beast

Creature resembling a six-legged puma with two ebony tentacles growing from behind its shoulders. These beasts have the magical ability to displace their image about three feet from their actual body, making them an especially tricky opponent.

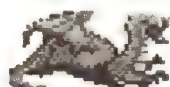
Dragons

These are some of the most powerful and dangerous of the monsters a party can encounter. The older and larger the dragon, the more damage it can do and the harder it is to kill.



Red Dragon

Red dragons can exhale great spouts of flame or attack with their claws and fangs.



White Dragon

Unique among dragons in their preference for cold climates, these evil beasts can attack with their freezing cold breath in addition to razor sharp claws and fangs. Small in size and not as intelligent as their cousins, these dragons are still quite dangerous.



Drider

Part dark-elf, part spider monster. This horror is the subterranean counterpart of the centaur.



Ettin

These foes look like giant two-headed orcs. They have great strength and can wield two spiked clubs that inflict terrible damage in combat.



Gargoyle

Ferocious predators of a magical nature. Gargoyles are typically found amid ruins or dwelling in underground caverns.



Giants

Giants vary greatly in power, intelligence and tastes. The following is a list of the types of giants you are likely to encounter.



Cloud Giant

These members of the giant races consider themselves to be above all others of the species, except storm giants, whom they view as equals.



Fire Giant

Brutal and ruthless warriors, these giants resemble huge dwarves and have flaming red or orange hair and coal black skin.



Frost Giant

These giants have a reputation for crudeness and stupidity. While the reputation may be deserved, frost giants are crafty and skilled fighters.



Hill Giant

One of the smaller of the giant races, they are brutish hulks possessing low intelligence and tremendous strength.



Storm Giant

The most noble and intelligent of the giant races. These giants are dangerous fighters when angry, and can often use magic.



Golem

Golems are magically created automatons of great power. Golems can be constructed of flesh, clay, stone, or iron. All are dangerous.



Griffon

Half-lion, half-eagle avian carnivores. Their favorite prey is horses and their distant kin (hippogriffs, pegasi, and unicorns).



Hell Hound

These other-planar creatures resemble wolves, but they can breathe fire and detect invisible enemies.



Hippogriff

Magnificent creatures with the forelimbs and head of an eagle and the body and hind legs of a horse.



Hydra

Immense reptilian monsters with multiple heads. All of its heads must be severed before a hydra can be slain. Hydras come in many sizes, with an increasing number of heads as they grow stronger.



Lich

This is perhaps the single most powerful type of undead creature. A lich is the remains of a powerful magic user who has kept his body animated after death through the use of foul magics. Liches can use magic as they did while still living, and have other powers similar to greater undead creatures.



Lizard Men

These are savage reptilian humanoids. They generally attack in groups and are often accompanied by a larger, tougher Lizard King.



Margoyl

Stony monsters which are immune to normal weapons and can attack many times with their sharp claws and spikes.



Mastodon

Large cold climate relatives of the elephants found in warmer regions.



Medusa

These are hideous women-creatures with coiling masses of snakes for hair. They can turn a person to stone with their gaze.



Megalo-centipede

True giants, often reaching over 5' in length. Their poisonous bite is extremely dangerous.



Minotaur

These creatures are part-man and part-bull warriors. They are highly intelligent and dangerous opponents.



Mobat

These are huge omnivorous bats who like nothing better than warm-blooded humanoids for dinner!



Neo-Otyugh

This is a more powerful form of Otyugh. These disgusting scavengers have several vicious attacks and a heavily armored body.



Ogre

Large, ugly, foul-tempered humanoids, ogres generally attack with a spiked club.



Otyugh

These scavengers have long tentacles that they use to scoop trash into their cavernous mouths.



Phase Spider

These are giant, poisonous spiders with the ability to phase in and out of this dimension. They are "phased in" until they attack and are "phased out" afterwards.



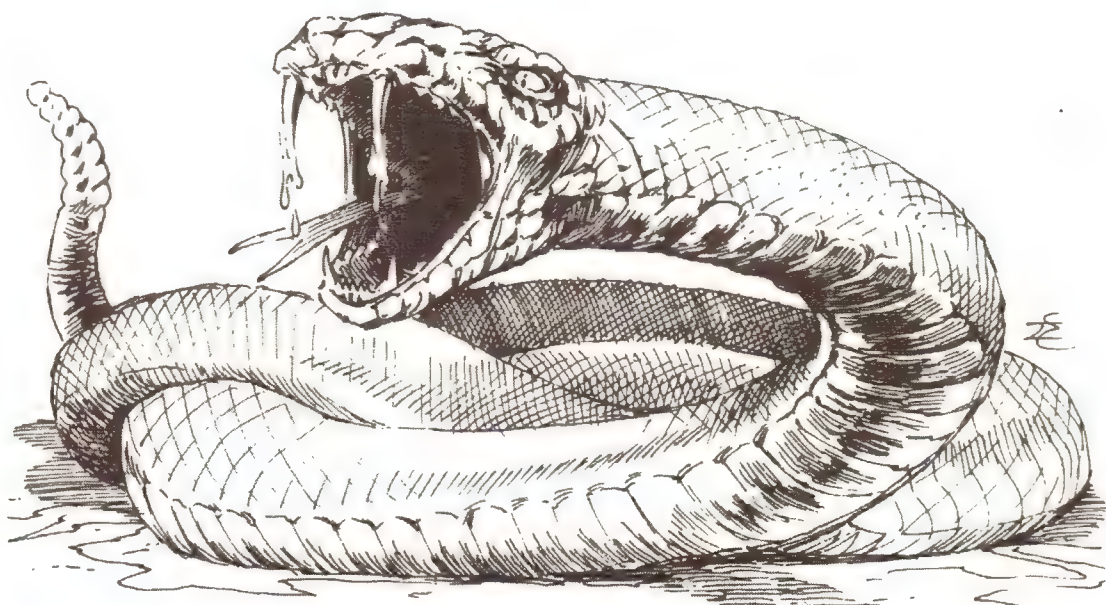
Purple Worm

These enormous carnivores burrow through solid ground in search of small (man-sized) morsels.



Remorhaz

These are sometimes referred to as Polar Worms. They inhabit cold regions and are aggressive predators who have been known to attack even frost giants.



Slug (Giant)

These are huge, omnivorous mutations of the common garden pest. They attack by biting and can spit a highly corrosive acid.



Umber Hulk

These powerful subterranean creatures can use their claws to burrow through solid stone in search of prey.



Snake (Giant)

These large reptiles slay their prey with deadly venom. Neutralize Poison counters snake bite.



Warg

Large, vicious wolves.



Sphinx

An extremely rare creature that is part-lion, and has the upper torso of a woman. Rather than fight, sphinxes will often converse with adventurers.



Wyvern

These creatures are distant relatives of dragons. They attack by biting and using the poisonous sting in their tail.



Spider (Giant)

These giant cousins of the small predator attack with a poisonous bite.



SPELLS

First Level Cleric Spells

Bless improves the THACØ of friendly characters by 1. The bless spell does not affect characters who are adjacent to monsters when the spell is cast. This is a good spell to cast before going into combat.

Curse impairs the THACØ of targets by 1. The target cannot be adjacent to a party character or NPC.

Cure Light Wounds heals 1-8 hitpoints (up to the target's normal maximum hitpoints).

Cause Light Wounds will inflict 1-8 hitpoints of damage on a target.

Detect Magic indicates which equipment or treasure is magical. View a character's items or Take treasure items. Equipment or treasure preceded by an '*' or a '+' is magical.

Protection from Evil improves the AC and saving throws of the target by 2 against evil alignment attackers.

Protection from Good improves the AC and saving throws of the target by 2 against good alignment attackers.

Resist Cold halves the damage and improves saving throws vs. cold attacks by 3.

Second Level Cleric Spells

Find Traps indicates the presence of traps in the character's path.

Hold Person may paralyze targets of character type (human, etc). You may aim a hold person spell at up to 3 targets.

Resist Fire halves the damage and improves saving throws vs. fire attacks by 3.

Silence 15' Radius must be cast on a character or a monster. That character or monster, and all adjacent to him, cannot cast spells for the duration of the spell.

Slow Poison revives a poisoned person for the duration of the spell.

Snake Charm paralyzes as many hitpoints of snakes as the cleric has hitpoints.

Spiritual Hammer creates a temporary magic hammer that is automatically Readied. It can strike at range and does normal hammer damage. Spiritual Hammers can hit monsters than may only be struck by magic weapons.

Third Level Cleric Spells

Bestow Curse reduces the target's THACØ and saving throws by 4.

Cause Blindness will blind one target. This can only be cured with a Cure Blindness Spell

Cure Blindness removes the effect of the Cause Blindness spell.

Cause Disease will infect the target with a debilitating ailment that saps strength and hitpoints.

Cure Disease removes the effects of disease caused by some monsters or caused by a Cause Disease spell.

Dispel Magic removes the effects of spells that do not have specific counter spells. This is a recuperation spell for any of the party that has been held, slowed or made nauseous.



Prayer improves the THACØ and saving throws of friendly characters by 1 and reduces the THACØ and saving throw of monsters by 1. This is a good spell to cast before going into combat.

Remove Curse removes the effects of a Bestow Curse spell and allows the target to unready cursed magic items.

Fourth Level Cleric Spells

Cause Serious Wounds inflicts 3-17 hitpoints of damage on a target.

Cure Serious Wounds heals 3-17 hitpoints (up to the target's normal maximum hitpoints).

Neutralize Poison revives a poisoned person.

Poison causes the target to save versus poison or die.

Protection from Evil 10' Radius must be cast on a character or a monster. It improves the AC and saving throws of the target and all adjacent friendly characters by 2 against evil attackers.

Sticks to Snakes causes snakes to torment the target. The snakes will make movement and spell casting impossible for the duration of the spell.

Fifth Level Cleric Spells

Cause Critical Wounds inflicts 6-27 hitpoints of damage on a target.

Cure Critical Wounds heals 6-27 hitpoints of damage (up to a character's normal maximum hitpoints).

Dispel Evil improves the target's AC by 7 versus summoned evil creatures for the duration of the spell, or until the target hits a summoned creature.

The creature must make a saving throw when it is hit or be dispelled.

Flame Strike allows the cleric to call down a column of fire from the heavens.

Raise Dead can bring back to life one non-elf character. The chances for success are based on the character's constitution and how long the character has been dead.

Slay Living is a reversal of the Raise Dead Spell, and will kill one target. If the target makes his saving throw, then he will suffer 3-17 hitpoints of damage.

Sixth Level Cleric Spells

Harm will inflict terrible damage on any living creature—leaving only 1-4 hitpoints.

Heal cures all diseases, blindness, feeblemindedness, and all except 1-4 of a character's full hitpoints.

First Level Druid Spells

Detect Magic indicates which equipment or treasure is magical. View a character's items or Take treasure items. Equipment or treasure preceded by an '*' or a '+' is magical.

Entangle will cause plants in the area of effect to grow and entwine around the feet of any creature in the area. Be careful not to catch allies in the spell area.

Faerie Fire will ring a targeted creature in magical light. This spell will outline otherwise invisible creatures, and give a +2 THACØ bonus to anyone attacking an affected creature.



Invisibility to Animals will make the target invisible to non-magical, low or non-intelligent, animals. This spell does not offer protection against intelligent opponents or magical creatures.

Second Level Druid Spells

Barkskin causes the target's skin to become tougher and harder to damage. The effect of this spell is a -1 bonus to AC. This is a good spell to cast before combat.

Charm Person or Mammal changes the target's allegiance in a combat. It affects character types (human, etc.) and other mammals.

Cure Light Wounds heals 1-8 hitpoints (up to the target's normal maximum hitpoints).

First Level Mage Spells

Burning Hands causes 1 hitpoint of fire damage per level of the caster. There is no saving throw.

Charm Person changes the target's allegiance in a combat. It only affects character types (human, etc.).

Detect Magic indicates which equipment or treasure is magical. View a character's items or Take treasure items. Equipment or treasure preceded by an '*' or a '+' is magical.

Enlarge makes the target larger and stronger. The higher the caster's level, the larger and stronger the target gets. If the caster is 6th level the target becomes as strong as an Ogre. If the caster is 10th level the target becomes as strong as a Fire Giant. A target can only be under the effect of 1 enlarge spell at a time. Unwilling tar-

gets get a saving throw against this effect. The spell will stay in effect for more than 1 combat, and should be cast before combat.

Friends raises the caster's charisma 2-8 points. It is often cast just before an encounter.

Magic Missile does 2-5 hitpoints per missile with no saving throw. A mage throws 1 missile for every 2 levels (1 at levels 1-2, 2 at levels 3-4, etc.) This spell will damage any target within its range unless the target is magic resistant or has certain magical protection. Casts instantaneously.

Protection from Evil improves the AC and saving throws of the target by 2 against evil attackers.

Read Magic allows a mage to ready a scroll and read it. For scrolls, this works as if they have been identified. A mage may scribe the spells from a scroll (if appropriate for his class and level) after it has been read.

Shield negates enemy Magic Missile spells, improves the mage's saving throw, and may increase his AC.

Shocking Grasp does electrical damage of 1-8 hitpoints, +1 hitpoint per level of caster.

Sleep puts 1-16 targets to sleep with no saving throw. Up to sixteen 1 hit-die targets are affected. One 4 hit-die target is affected. Targets of 5 or more hit-dice are unaffected.

Second Level Mage Spells

Detect Invisibility allows the target to spot invisible targets.

Invisibility makes the target invisible. The THACØ of melee attacks against invisible targets is reduced by 4. It is impossible to aim ranged attacks at



invisible targets. Invisibility is dispelled when the target attacks or casts a spell.

Invisibility causes the target to disappear from normal sight. The spell remains in effect until the character attacks or the magic is dispelled.

Knock is used to open locks. It can be cast from the door-opening menu if the active character has a memorized knock spell.

Mirror Image creates 1-4 illusionary duplicates of the mage. A duplicate disappears when it is attacked.

Ray of Enfeeblement reduces the target's strength by 25% + 2% per level of the caster.

Stinking Cloud paralyzes those in its area for 2-5 rounds. If the target saves, it is not paralyzed, but is nauseous and has its AC reduced for 2 rounds. This spell has a very short range and care should be taken to avoid including party members in the cloud.

Strength raises the target's strength by 1-8 points, depending on the class of the target.

Third Level Mage Spells

Blink protects the mage. The mage 'blinks out' after he acts each round. The mage may be physically attacked before he acts each round, but he may not be physically attacked after he acts.

Dispel Magic removes the effects of spells that do not have specific counter spells (such as Cause Blindness or Disease).

Fireball does 1-6 hitpoints per level of the caster to all targets within its area. If the target makes its saving throw, the damage is halved. Fireball is a slow-casting spell and the spell's power demands that you target carefully. Otherwise, you may inadvertently destroy party characters. The only safe area on the screen at the time you target the spells are the squares in each corner of the screen and the squares directly above and below these corner squares. Be sure to use the CENTER command to determine who will be in the area of effect.

Haste doubles the target's movement and number of melee attacks per round. Haste has a short duration and you should wait until a fight is imminent to cast it. Warning: each time a haste spell is cast on a character, that character ages one year.

Hold Person may paralyze targets of character types (human, etc). You may aim a hold person spell at up to 4 targets (Exit to target fewer).

Invisibility, 10' Radius makes all targets adjacent to the caster invisible. The THACØ of melee attacks against invisible targets is reduced by 4. It is impossible to aim ranged attacks at invisible targets. Use this spell to set up a battle line while your enemies seek you out. Characters lose invisibility if they do anything but move. Some monsters can see invisible creatures.

Lightning Bolt does 1-6 hitpoints per level of the caster to targets along its path. If the target makes its saving throw, the damage is halved. A lightning bolt is 4 or 8 squares long in a line away from the caster. For best results, move the spell caster to send the bolt down a row of opponents.



It will attack all opponents along the line within its range. Target the first creature in the row (closest to caster). Lightning bolts will reflect off walls back toward the spell caster. This permits targets adjacent or close to a wall to be hit twice by the same bolt. Be careful the caster isn't hit by the reflected bolt.

Protection from Evil, 10' Radius protects the target and all characters adjacent to the target. The spell improves the AC and saving throws of those it protects by 2 against evil attackers.

Protection from Good, 10' Radius protects the target and all characters adjacent to the target. The spell improves the AC and saving throws of those it protects by 2 against good attackers.

Protection from Normal Missiles makes the target immune to non-magical missiles.

Slow affects 1 target per level of caster. The spell halves the target's movement and number of melee attacks per round. Slow can be used to negate a haste spell. This spell is useful against any high-damage creature. Only affects the side opposing the spell caster.

Fourth Level Mage Spells.

Charm Monster changes the target's allegiance in combat. It will work on any living creature. The spell affects 2-8 1st-level targets, 1-4 2nd-level targets, 1-2 3rd-level targets, or 1 target of 4th-level or above.

Confusion affects 2-16 targets. Each target must make a saving throw each round or stand confused, become enraged, flee in terror or go berserk. Confusion is most effective when used against a large number of enemies.

Dimension Door allows the mage to teleport himself to another point on the battlefield within his line of sight and the range of the spell. Mages can use it for quick escapes. Fighter/mages use the "Door" to reach the opposition's rear area.

Fear causes all within its area to flee.

Fire Shield protects the mage so that any creature who hits the mage in melee does normal damage, but takes twice that damage in return. The shield may be attuned to heat attacks or cold attacks. The mage takes half damage (no damage if he makes his saving throw) and has his saving throw against the opposite form of attack improved by 2. He takes double damage from the form of attack the shield is attuned to.

Fumble causes the target to be unable to move or attack. If the target makes his saving throw, he is affected by a slow spell.

Ice Storm does 3-30 hitpoints to all targets within its area. There is no saving throw. This spell will inflict damage on opponents protected by Minor Globes of Invulnerability.

Minor Globe of Invulnerability protects the caster from incoming first, second, or third-level spells. The Globe is very effective when used in combination with Fire Shield.



Remove Curse removes the effects of a Bestow Curse spell and allows the target to unready cursed magic items.

Fifth Level Mage Spells

Cloud Kill is similar to the Stinking Cloud spell, except that its area of effect is larger and it will kill weaker monsters. Stronger monsters may be immune to the spell.

Cone of Cold fires a withering cone shaped blast of cold. The spell's range and damage increases with the caster's level.

Feeblemind cause target's who fail their saving throw to drop dramatically in intelligence and wisdom and become unable to cast spells. A Heal spell must be cast on the victim to recover from the effect.

Hold Monster is similar to the Hold Person, except that it will affect a wider variety of creatures.

Sixth Level Mage Spells

Death Spell will kill opponents instantly and irrevocably. The spell will kill a greater number of weak opponents than strong.

Disintegrate will destroy one target. Some creatures, with an innate magic resistance, may avoid the effects of the spell, while most must make a saving throw to survive.

Flesh to Stone causes the target to make a saving throw or be turned into stone.

Globe of Invulnerability will protect against 1st through 4th level spells.

Stone to Flesh will counter the effects of such magical creatures as cockatrice and medusae. When this spell is cast on a character, there is a possibility that the character will not survive the shock of being restored to flesh. System shock survival is based on a character's constitution.

Seventh Level Mage Spells

Delayed Blast Fireball is a more powerful version of the third level spell and will go through a Minor Globe of Invulnerability. The fireball explosion can be delayed for some period of time if the caster wishes. The delay options will vary with different computers.

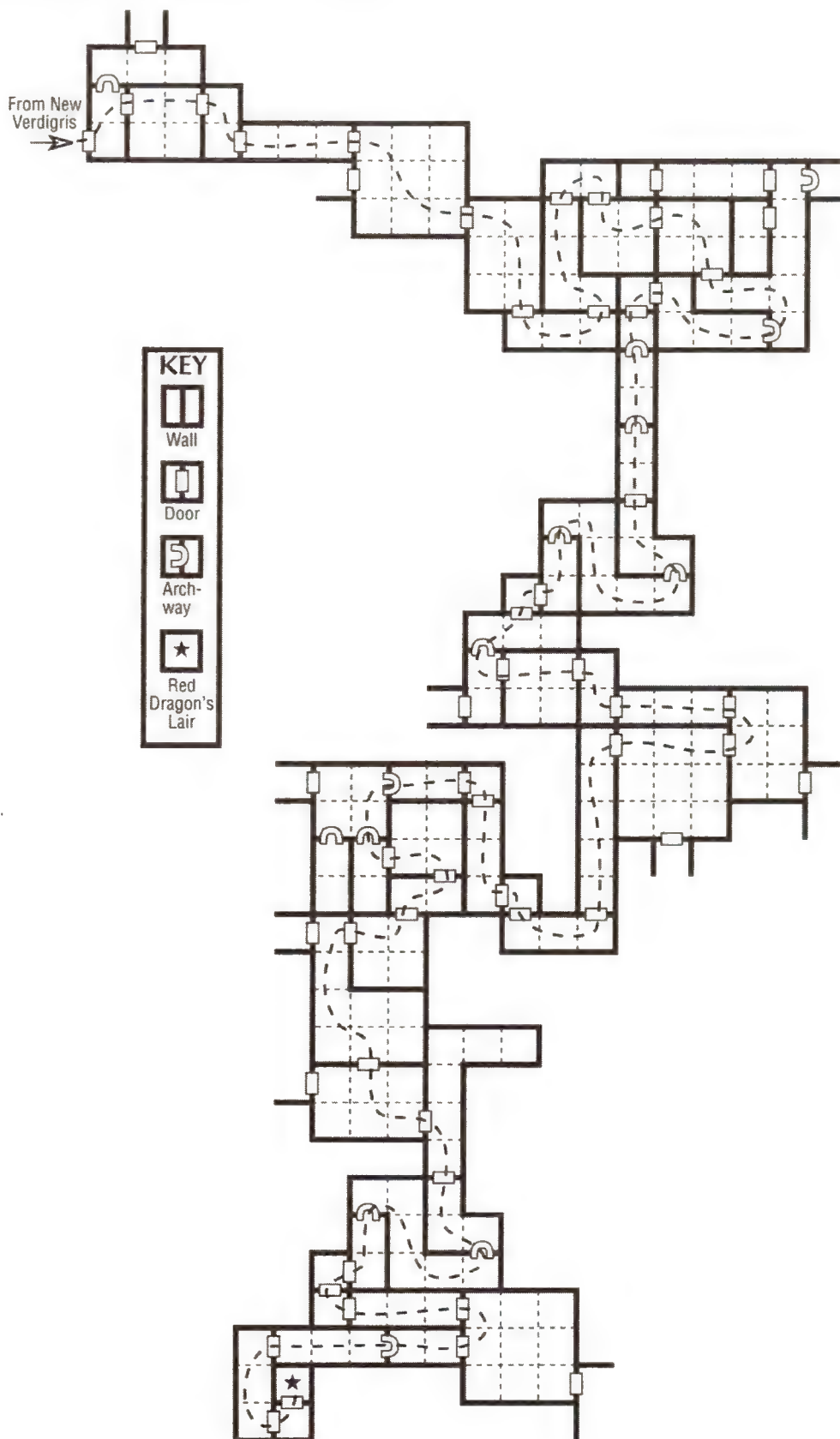
Mass Invisibility is identical to the Invisibility spell, except that it will effect several targets at once. This can be a valuable spell to cast before a known encounter.

Power Word, Stun will cause one creature to be stunned—reeling and unable to think or act effectively. The weaker the target, the longer it will be stunned.

Journal Entries

Journal Entry 1

MAP TO THE DRAGON'S HOARD.



❑ Journal Entry 2

FANATIC SOLDIER'S TALE

'We have done it! Our noble ancestors are being freed from the ice and they fight by our side as brothers! Oh, to see the Legion again! I never thought it possible. No one can stop us now.'

His voice softens to a hoarse growl. 'They say that the personal bodyguard of Eldamar has been found and fights for us,' he whispers. 'I can now die in honor, knowing that our enemies will soon be destroyed.'

The fighter smiles and dies.

❑ Journal Entry 3

SIR DERIC'S STORY

'The Black Circle laid an ambush for our party. Nearly everyone was captured or killed. I was unconscious and left for dead. Since that time I have sought to free my companions. At least two lie ahead and I shall seek them out. In this stolen Black Circle garb I may succeed. With your help I certainly will. As honorable men, will you join me on my quest?'

❑ Journal Entry 4

BLACK CIRCLE MAGE AT TOP OF MINE

'We have just driven the foul beasts from the mine entrance. We will not inform the town until the mine is fully cleared. We do not wish to raise false hopes.'



❑ Journal Entry 5

MAYOR TALKING OF THE BLACK CIRCLE

'We've had a number of dealings with the magic brotherhood known as the Black Circle. They have aided us in the past in return for gems. It was based on their divination that we extended our lower tunnels — and uncovered the monsters. Marcus is the only member that lives in town, but he keeps to himself. The Black Circle say that they are studying ways to stop the monsters and will act only when sure of success.'

❑ Journal Entry 6

'One of the miners saw red robed figures outside the east wall.'

❑ Journal Entry 7

OLD MAN'S TALE OF THE SCROLL

'My uncle adventured along the shores of the Moonsea. He was a warrior who ventured on many a great quest. He feared nothing — nothing that is except dragons. Though he never met one, he was terrified by the possibility. This scroll was his insurance. When he died — from a knife wound gotten in a bawdy house — he passed it on to me. Seeing as how I'm unlikely to survive a dragon with this scroll I thought you might like it.'



❑ Journal Entry 8

'I didn't drink that much. I'm sure that mouse in the corner was glowing.'

❑ Journal Entry 9

OLD MAN'S TALE OF
THE BLACK CIRCLE

'Them Black Circlers are a hostile bunch, but don't judge 'em too hard. They was once mages serving the two brothers who ruled the old town. They used the Well's teleporters too many times and was cursed by the Well. If yah use them too often, yah will join the Circle. It serves the dark nature of the Well and they hate all others.'

❑ Journal Entry 10

A DYING MAN'S LAST WORDS

'Don't go near that temple in the mines! There is an illusion of goodness there, but don't be fooled. It is ruled by some unknown demon. One of its minions referred to it as the Flaming One. I never saw it. I was ambushed as soon as I encamped near the altar. Now that I have passed on my warning I can die in peace.'

The man ceases to breathe.

❑ Journal Entry 11

EXULTANT BANITE PRIEST

'The Beholder Corps has returned and is housed in the dungeons. Now nothing can harm the Dreadlord. Anyone who tries to penetrate the dungeons will be vaporized within seconds. Hah, hah, hah! The world will soon belong to us.'

❑ Journal Entry 12

OLD MAN'S TALE OF THE TEMPLE

'Twas long ago that the old town was a thrivin' place. The mine was there then too. Folks was ruled by a fellow who worshipped Tyr. He thought the miners was deservin' of Tyr's protection. Some of the folks round here say that the temple can still be found. Only those of stout heart should try though. Things buried so long tend to harbor ghosts that don't like disturbin'.'

❑ Journal Entry 13

BLIND MAGE'S STORY

'I led a band of heroes to clear the mines. We discovered the dungeons and were nearly to the top when the Black Circle sprung their ambush. I was a local who never trusted the Circle's claims of friendship, so they were glad to capture me. Not content to simply kill me, they prepared an elaborate wish. It traps me in this cell, blind and unable to cast spells. It also had the side effect of rendering me immortal and immune to damage. Once you free me I shall regain my own powers, but also lose these benefits. This is a fair exchange.

'I return to my tower now, but let me give you some reward. First, seek the souls trapped in the highest level. They know important information. Second, take this map to where I have hidden some treasures.'

❑ Journal Entry 14

THE CAPTAIN'S TALE

'We were about to enter the Well. The rope was slippery with the slimy blood of the dragon but nothing could stop us from our goal. The gems glittered on

the bottom, luring us with untold wealth. Gramkal was the first to go, of course. The thief was almost bursting with excitement as he reached down to take the gems. Poor man, his shriveled hand will never pick another pocket.'

❑ Journal Entry 15

MEETING THE FROST GIANT KING

'So, not content with melting away our home you carry the war directly to us. We have held these crevasses for generations.



We will not surrender them to the likes of you. Look to your lives! I am prepared to die. Are you?'

❑ Journal Entry 16

BLACK CIRCLE COMMANDER'S PAPER

We are prepared. The inner sanctum is well concealed, surrounded by the hatchling pool. We hope that the old Red Dragon will not miss the hatchlings; they provide an excellent defense. Soon we must find a way to age them to a more useful size.

Use the map to plan an attack on Well. We expect regular progress reports.

If you fail, we will act on a suggestion made by a junior member. He believes that the dragon may be amenable to a human sacrifice. The clerk from Phlan has become expendable and will be the first victim. One way or another the dragon and its Banite allies will fall; the Well must be ours.

❑ Journal Entry 17

OLD MAN'S TALE OF THE BROTHER WARS

'The old town was said to be a fabulous place for a time. Was ruled by brothers, one honorable and forthright, the other a studious and insecure mage. One day the mage decided he would live forever. The brother thought that was blasphemy and tried to stop him. War covered the valley and the town was laid waste. The gods cursed the valley and froze it over. These new monsters are just more of the valley's curse. We can only wait and suffer 'till the gods see fit to lift the curse.'

❑ Journal Entry 18

STORY OF THE SILVER BLADES

Derf reclines in a chair and begins,

'Three hundred years ago there were two brothers: Oswulf, a paladin, and Eldamar, a mage. Both were powerful and worshiped Tyr, god of justice. As Eldamar grew old he became obsessed with gaining immortality; serving Tyr was no longer enough. He became insane and isolated himself in the upper levels of the Castle of the Twins. There he researched the arcane magic necessary to become a lich. Oswulf discovered this, but was unable to convince his brother to abandon his madness.

'Forseeing the evil that a lich would produce, Oswulf left the Castle and searched for 12 great heroes. These he forged into the band he called the Silver Blades. By the time Oswulf could return to this valley, Eldamar had completed his spells and was reborn as the lich called the Dreadlord. The Dreadlord summoned evil forces to protect him. The Silver Blades faced a pitched battle



among the buildings of Verdigris. The town was laid waste and many of the heroes fell. Those of us who remained forced the evil horde back to the castle gates.

'Oswulf refused to push on and slay his brother. Instead our mages and clerics cast a spell to freeze the valley permanently within a glacier. The Dreadlord's forces counterattacked while the spell was being cast and Oswulf fell protecting us. His body lies on the level above, but his spirit still guards the castle, preventing the reawakening of the Dreadlord. As the last of the Silver Blades, I chose to remain here to maintain my temple and keep watch as well.

'Now the descendants of the Dreadlord's disciples have returned. The Black Circle is succeeding in unraveling our spell. I am now bound to this temple and cannot take the battle to them. You must take up the Silver Blades' standard and end the Dreadlord's threat forever.'

❑ Journal Entry 19

THE AMULET OF ELDAMAR.

'Know now of the Amulet of Eldamar, stolen long ago. It was taken by a wily thief who held it for but a day. As he dreamed of wealth, he fell victim to a red dragon, kin to the one you slew to free me. The amulet now adorns the dragon's hoard, which lies in the southwestern corner of the city.

'The map starts at the entrance to the new town. Follow the path.'

❑ Journal Entry 20

'That old man — south of the mayor's place — can sure talk yer ear off.'

❑ Journal Entry 21

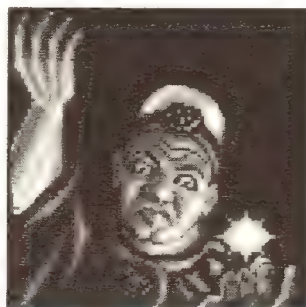
EARLY DAYS OF THE TOWN.

'This whole valley used to be filled with a glacier. About 15 years ago it melted back beyond the old mineshaft. Miners from throughout the Dragonspines flocked here and formed the new town. The Black Circle helped them open the mine. A few years later the miners began to extract the gems again. Until these monsters came the town was doing quite well. The glacier kept going back too. In a few years the entire valley will be open.'

❑ Journal Entry 22

DYING CLERIC OF BANE.

'The Black Circle is trying to take our Well! They seek the death of the red dragon who holds it in sacred trust. I was ambushed while trying to entice the young dragons from the Well. They dragged me here to ... to...'



The Banite Cleric fades into death.

❑ Journal Entry 23

TALK OF MYSTICAL ITEMS.

'The mages keep looking for a mysterious amulet. It is connected in some way to their whole purpose for being here. They say it will reveal some key to a mysterious sanctum. Perhaps they are after a great treasure.'

❑ Journal Entry 24

THE GUARD OF GRIMDRA HOARD

'Grimdra discovered where the Well stored its gems — for they are not consumed. He dug a small tunnel and has diverted them for centuries. I am certain that the gems are what sustain him. He has never sold a single one and he was old when the twins were born.'

❑ Journal Entry 25

MESSAGE FROM THE WELL.

'The miners' plight masks a more serious threat. Should the Black Circle succeed in its plans, the entire Realms will feel the result. The mages seek the awakening of the Dreadlord, an evil of incalculable power. He sleeps within his castle, trapped within the glacier. The Circle has reached the dungeons and are melting their way upward. The monsters trapped in the dungeons are being released and allowed to harry the miners.'



'My powers are subject to laws you cannot understand. I am privy to information only at certain times and only when you sacrifice gems. Still, seek me out when you have questions. My powers are at your disposal.'

'My teleporters are paired. Each teleporter that rings me has a brother somewhere in the valley. Until you visit both gates, you may not use that pair. To my northwest is the gate which connects to the new town.'

'My power fades. Return to me with gems when you have more questions.'

❑ Journal Entry 26

WARNING ABOUT THE AMULET.

'The Dreadlord seeks the Amulet of Eldamar. If he can trick someone into bringing the amulet into the dungeons beneath the castle, he will be awakened. Even worse, it acts as a monster attractant. Evil creatures throughout the region will seek out the holder. Remember to always avoid this item.'

❑ Journal Entry 27

RESCUED MAIDEN'S STORY.

'The mages took me to be sacrificed to the red dragon. They wanted access to the teleportation booths and the hoard of gems. My father is an unwitting servant of the Black Circle. When he became suspicious, they kidnapped me to keep him silent. Now I'm sure they must have killed him. I must leave!'

She runs away sobbing with grief.

❑ Journal Entry 28

OLD MAN'S TALE OF THE VORPAL BLADE.

'This here blade has been carried down from my great-great grandpappy. He almost captured a throne out near Waterdeep, but tired of the campaigning. Travelled up to Myth Drannor and stood with elves against a Flight of the Dragons. They were impressed enough to let him retire there. Married an elven princess and led a settled life. Far as I know, she left with the other elves and is still alive.'

❑ Journal Entry 29

VALA'S DESCRIPTION OF THE OLD CASTLE

'I was here as a young child. Oswulf used to hold town meetings in the great hall. The hall was huge — much larger than this — and I don't recall any alcoves. These alcoves along the side were definitely put there by the Dreadlord. I suspect that he has radically changed the entire castle. Oswulf had said that his brother had become paranoid and turned the castle into a maze of traps. We must watch where we place our feet; any stone could conceal a pit or dart.'

❑ Journal Entry 30

'So many gems down in that mine and no way to get at them. Life ain't fair.'

❑ Journal Entry 31

BANITE PATROL'S STORY

'The Black Circle usurped our control of the Well of Knowledge. Bane was offended and sent a red dragon in vengeance. The dragon drove out the infidels and now holds the Well in trust. There he shall remain until Bane deems it time for our return. Death to the Black Circle! Death to the enemies of Bane!'

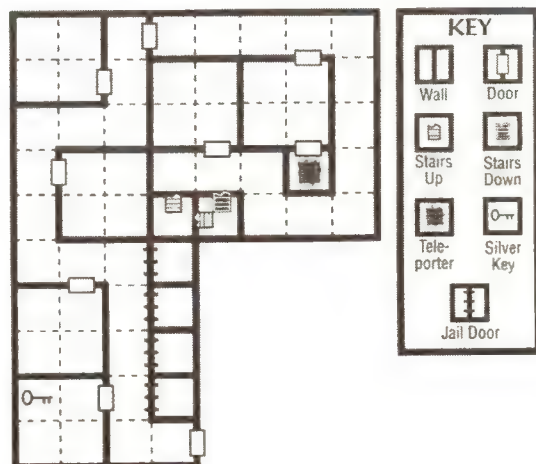
❑ Journal Entry 33

PRISONER'S TALE

'I am one of the champions who sought to free the town from its monstrous scourge. We penetrated the mines and passed through the excavated tunnel to these dungeons. We were led by a

❑ Journal Entry 32

MAP OF THE 4TH LEVEL



powerful mage who was able to answer the riddles posed by that mad spirit. Near the top of the dungeon we were ambushed by the Black Circle. Many died and none escaped. Our leader was taken away for some black rites. That spirit hates the living. Its laughter is driving me mad! I must escape to the open air!'

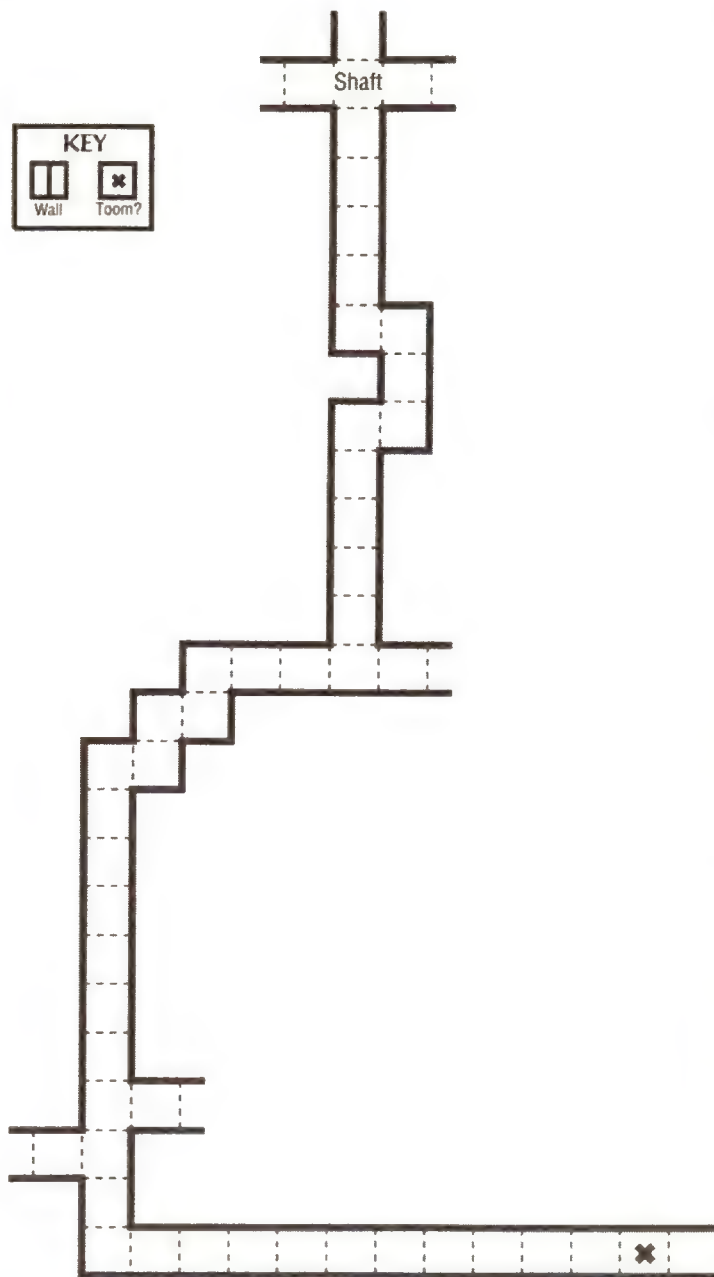
❑ Journal Entry 34

OLD MAN'S TALE OF THE FLAMING ONE

'The Flaming One is an accursed demon, destined to live as long as man walks the earth. He can possess anything of flesh. Last time he was defeated was in Myth Drannor and rumor held that he had died. If yah listen to travellers, yah can trace his movements. He is trapped in some diminutive form and seeks the power to release himself. I think he's skulking the ruins, seeking the power of the Dreadlord.'

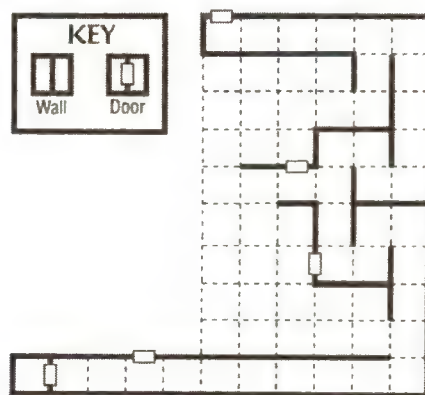
Journal Entry 35

MAP TO LEVEL 8 TOOM



Journal Entry 36

MAP PURCHASED FROM THE STORM GIANTS



Perhaps this is a gateway to the Abyss. In any case, we lost many comrades as the monsters have climbed up level after level of the mine. Now they are invading the nearby ruins. Soon they will reach New Verdigris.

'To add to our problems, something has captured the Well of Knowledge. The Well imparts information, occasionally grants wishes and controls the teleporter in my house. If you free the Well, then you can use the teleporter to move through the ruins.

'Once the Well is protected, you must descend into the mines and stop these horrors from emerging. Others have tried, but none have returned. You must save us before we are overwhelmed.'

Journal Entry 37

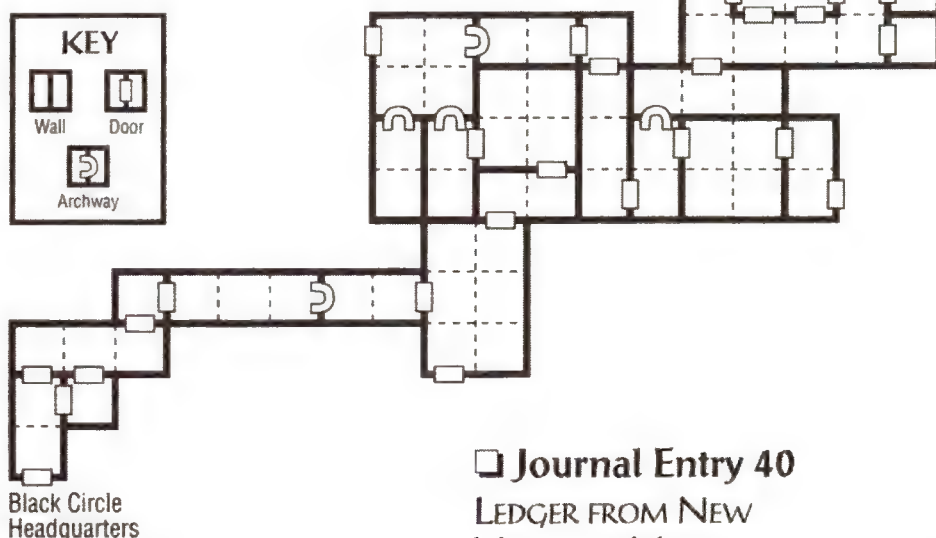
MAYOR'S INTRODUCTION

'We are a small town of miners in desperate straits. Three months ago we opened a new shaft and monsters boiled forth.



Journal Entry 38

MAP TO BLACK CIRCLE HQ



Journal Entry 39

OLD MAN'S TALE OF THE CLOAK

'My grandpappy was a paladin out near Cormyr, in the days before King Azoun. Family's come down a bit since then, but make no nevermind. He was beloved of a noble lady. She was a warrior maiden, namesake of Azoun's daughter Nacacia. Anyway, she kept trying to attract him, tie him down and so on. In turn, he would go on longer and more dangerous quests.

'Nacacia took this in stride and eventually gave him this cloak as a present, saying that this way he could be around and elsewhere at the same time. My dad was their child and passed the cloak down to me. I think that it's too useful just to keep as an heirloom — and none of my kids deserve it — so put it to good use.'

Journal Entry 40

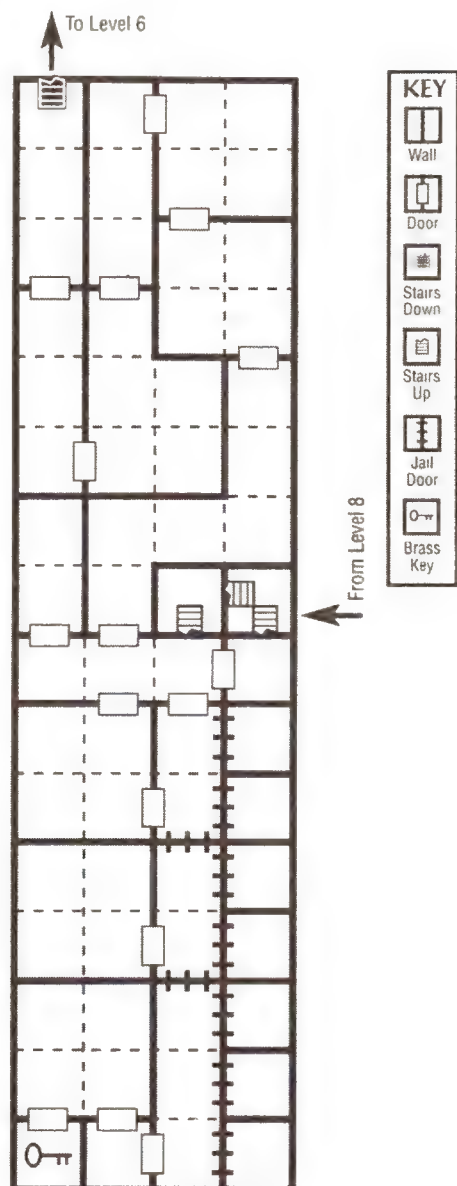
LEDGER FROM NEW VERDIGRIS MINING

2nd Tenday of Highsun New Verdigris Mining

- 1) 250
- 2) 300
- 3) 75 (Hill Giant Attack)
- 4) 350
- 5) 50 (Medusa Attack)
- 6) 100 (Wyvern Attack)
- 7,8,9,10) General Strike—no work.

'Where are all these monsters coming from? We can't get any work done!'

MAP TO THE FIRST KEY



LETTER FROM MARCUS TO THE BLACK CIRCLE

The new band the mayor has recruited seems superior to the last group. The townsmen managed to reach the Well prior to the red dragon. They WISHED for champions to protect them. Fortunately for us, the wish worked literally and brought only the people. The mayor has to clothe, feed and equip them. It was quite a sight to see these naked and angry people waking up right in the middle of a town meeting. I don't think they will pose a threat.

PHILAN CLERK'S TALE

'Well, I had just made my escape and was preparing to return to Phlan when I was grabbed by those vile Black Circle scum! Do they never bathe? The council back at Phlan will hear about this!

'Anyway, where was I? Oh yes, mauled by filthy beasts. They started babbling about sacrifices and a Dreadlord. Dreadlord this and Dreadlord that; all they talk about is this Dreadlord. If he's so powerful, why does he let these disgusting people serve him?'

She gets a sly look in her eyes.

THE MEDUSA'S TALE.

'I don't care! We have been cheated of our rightful place in the Dreadlord's hierarchy. The Black Circle must pay! They may have freed our master, but he is still weak and does not realize their plans! I shall go and tell him!'



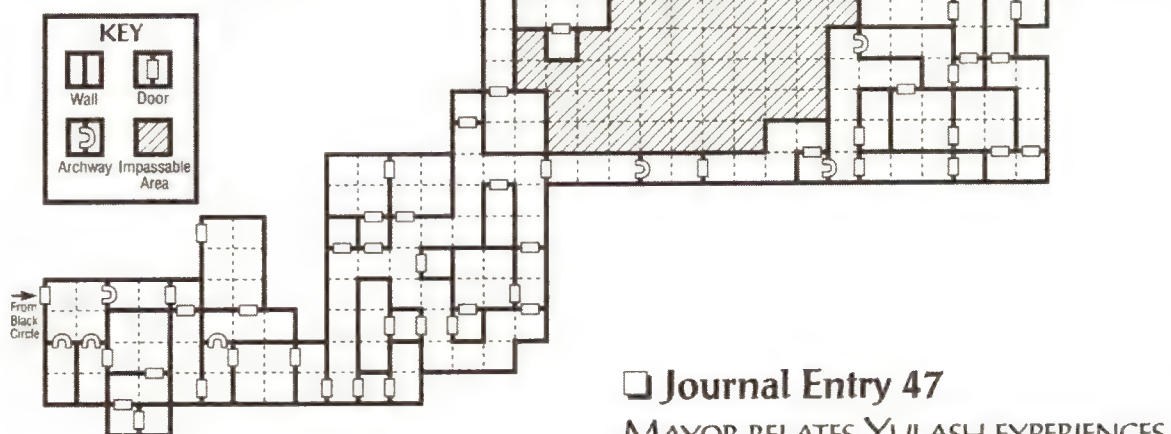
'They dragged me here and I feigned unconsciousness — I wasn't going to make it easy for them. The scum started whispering about great treasures hidden in the crevasses. The western tunnels and a vorpal something were mentioned. Strange name for a valuable

object. You wouldn't have a spare dress around? Look at mine. Dragged through mud and ice, absolutely filthy. And my hair ...'

She starts complaining about trivial matters.

Journal Entry 45

MAP BETWEEN BLACK
CIRCLE HQ AND WELL



Journal Entry 46

LETTER FROM MULMASTER

Know, oh ancient Dreadlord, that we remember our pledges — even those made over 300 years ago. As was promised, the newly reformed Beholder Corps will be sent to serve you for a period of 1313 days. We are gladdened that you have reawakened and hope that the alliance will continue in the same spirit that founded it centuries ago.

In Bane's Name,

Imperator Dhazheal

Journal Entry 47

MAYOR RELATES YULASH EXPERIENCES

'Not long ago I served Hillsfar as a Red Plume. I was faithful and they made me commander of the city of Yulash. We were locked in a fierce war to protect that city from the forces of Zhentil Keep. The war tired me and I began to yearn for peace. What finally decided me was the Cult of Moander. It used my city as a base to restore its dead god to life. Were it not for a band of blue tattooed adventurers the Cult might have succeeded.

I left as the Zhentrim attacked again and wandered north. Here I found my leadership skills in need, so became mayor of this peaceful backwater. Now that peace is threatened. I hope you have the power to protect us.'

❑ Journal Entry 48

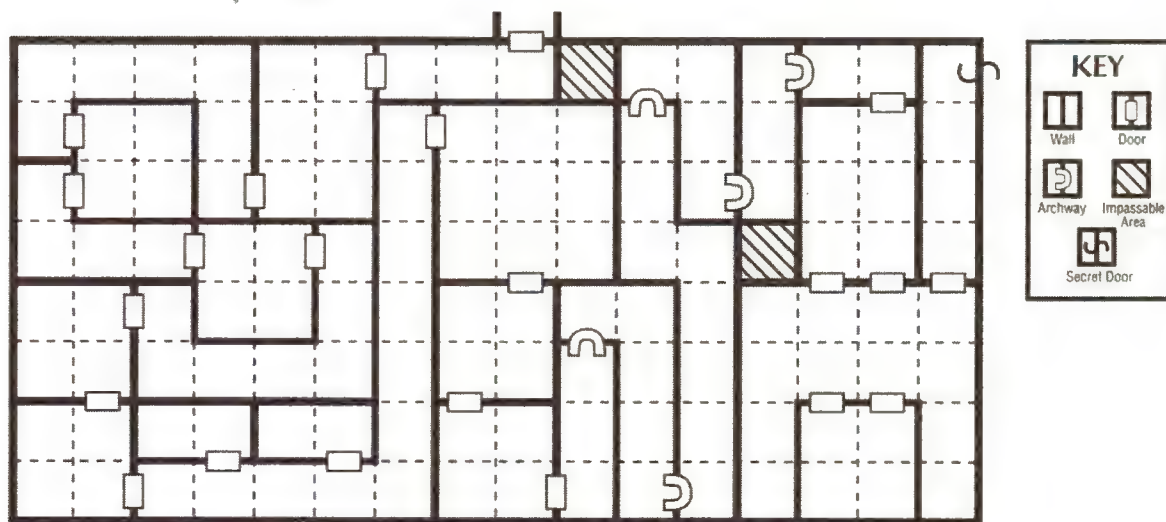
THE GLOWING MOUSE'S SPEECH

'You thought that you had defeated me in Myth Drannor and before that in my castle in Phlan. Know now that I am

truly immortal. When the Gauntlet of Moander destroyed the Pool of Radiance, I feigned my death and managed to possess this creature. Now that you are here I can take one of you over and be free again.'

❑ Journal Entry 49

MAP OF THE BLACK CIRCLE'S INNER SANCTUM



❑ Journal Entry 50

DERF MEETING VALA

Vala chortles, "Derf, you fuzzy old man, you look even cuter with white hair." She pinches his cheek and gives him a big hug.

When she releases him, his cheeks are bright red and he sputters, "Now, stop that!" He straightens out his robe and continues, "How can you be alive? You were lost in the great battle."

She smiles and explains, "I was captured by the Dread Legion and encased in a mystical cage until these adventurers released me."

He responds, "Thank Tyr!" He looks her in the eyes with a soft expression and says, "The Legion has returned and is unravelling our spells. The Dreadlord's threat must be ended forever."

She responds, "I still remember my vows and I will do what is necessary." With that, she falls back into rank and the old dwarf recovers some of his dignity.

❑ Journal Entry 51

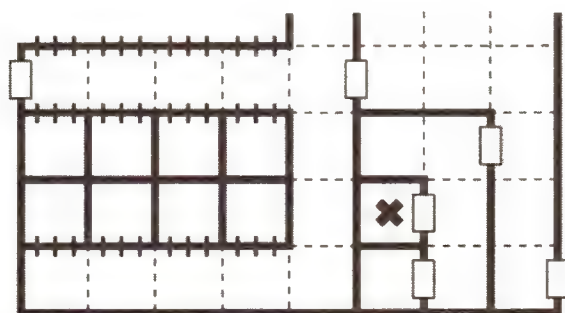
OLD MAN'S TALE OF THE GOVERNMENT HOUSE

'Once heard tell about the impressiveness of the old town.

There was a great castle at the head of the valley. Then south of the mine was the old Government House. It was a large place, richly decorated, where affairs of state were conducted. Was built stoutly, so should be still standin'. Good loot no doubt, if you can stand the ghosts of clerks and bean counters.'

❑ Journal Entry 52

MAP TO BLIND MAN'S TREASURE



❑ Journal Entry 53

THE BLACK CIRCLE'S PLAN

The path to the Castle of the Twins was revealed when Oswulf's Confession was rediscovered. Oswulf gave his final confession to his cleric just before the ice encased the valley. The Dread Legion of Magic persuaded the cleric to reveal the Confession. Their leaders expanded and annotated the document. Their hopes of a quick penetration of the glacier were dashed when the Legion was nearly destroyed at Ashabenford. The Confession has been lost since that time.

We of the Black Circle are the descendants of the Legion. Now that we have the Confession again our plans can proceed. We have broken the glacier and it recedes slowly. The Silver Blades are gone, so no one can stop us from releasing the Dreadlord. It is only a matter of time.

Still, we chafe at unnecessary delay. We have tricked the miners into opening the way into the dungeons. We are now recruiting fire-using creatures to melt a way upward. The monsters we release serve to keep away intruders.

The solving of the Dreadlord's dungeon riddles has cost us many lesser mages. Illusions have sent many scouts to unwitting deaths. We are proceeding, but would do better with control of the Well of Knowledge. Its wisdom and control of the teleportation gates would aid us greatly. We also seek the Amulet of Eldamar to pass the three great doors to the Sanctum.

Divinations show that a third item will be required to reach the Dreadlord. The signs indicate Tyr is involved with the item, but nothing is clear. The temple in the mine seems to hold nothing of value.

❑ Journal Entry 54

OLD MAN'S TALE OF THE WELL OF KNOWLEDGE

'The Well of Knowledge was the heart of the old town. It controlled the gateways that allowed travel throughout the valley. Also, it served the old town by providing its enigmatic messages. The town used it but they did not build it. It was there when the first men entered the valley and it is said that it will remain when all else is gone.'

❑ Journal Entry 55

CLERK'S STORY

'I served the city of Phlan in the capacity of head clerk.

During the reconquest of the city, I contracted out missions to the many heroes who freed the city. I had contacts with the Black Circle because of their access to the gems of Verdigris. We went through many gems in the early days of the city, as they were awarded to the heroes for successful completion of their missions.

'After Phlan was freed, the council agreed to act as middlemen for the Circle. In return for our help they con-

tinued to replenish the city's treasury. I was sent here as a contact while the council works out the alliance between the Black Circle and the Red Wizards.

'I have been here long enough to know that these mages are very dangerous. This scroll is a map of the Circle's inner sanctum. Take it! I'm getting out before the Circle succeeds in its plans. Good day!'

The woman storms out of the room with haughty dignity. She slams the door and her brisk steps recede down the hallway.

❑ Journal Entry 56

MEETING WITH OSWULF

'My hopes of keeping my brother from the world are crumbling with this ice. If the Dreadlord's evil cannot be contained then it must be destroyed. I am reassured that it is the Silver Blades who come to finish what we started centuries ago. Please remember that it is the lich and not my misguided brother's soul that is evil. Upon your honor I charge you with freeing his soul from the lich's taint. I shall hold the gate here, but the Dreadlord may escape through another exit. You must succeed ...'

A tear appears in the giant spirit's eye, 'You must succeed ...'





❑ Journal Entry 57

LETTER FOUND BLOWING IN THE WIND

Marcus, our plans proceed as well as can be expected. It is unfortunate that the Red Dragon has taken the Well of Knowledge. The Red Wizards may support us if they think we are after the Well. We will keep our real target to ourselves. We are using a contact in Phlan as a middleman. In turn, he has sent a clerk to take care of communications. She has no knowledge of our real intent.

We are running out of some spell components, especially bat guano and sulphur. When is the next shipment due? Maintain contact by standard means.

One final note. Rumor indicates that the mayor has brought together a new force to clear the mines and the Well. We are concerned. Reply with the information as soon as possible.

❑ Journal Entry 58

A PRISONER'S SPEECH

'The driders have returned to this area only recently. They have been unable to enter this valley because of the ice blocking their tunnels. Suddenly the tunnels melted clear and many new monsters began to appear. The driders remember these creatures from over 300 years ago, when the valley was torn by a battle between two brothers. One of the brothers was responsible for the ice, but the driders have no idea how.'

❑ Journal Entry 59

TALE OF THE WOUNDED WARRIOR

'If it weren't so terrifying it would have been comical. We were deep in the mines when our party came to the cavern. A horrid mass of unspeakable monsters were there listening to a high pitched, squeaky voice. It took us a while to spot the source of that piping. Valgur laughed when he saw it. That was our downfall. The monsters heard and attacked. As I crawled from the fray badly wounded, I saw the creature in the back of the horde. It was only a glowing mouse!'

❑ Journal Entry 60

MESSAGE FOUND BY POUCH

'I'm sorry but I needed to escape. This pouch is for you. Seems like old times.'

❑ Journal Entry 61

MAYOR REVEALS HIS TRUE MISSION

'Now that you have discovered the way to reach the Dreadlord, your usefulness is at an end. I still serve Hillsfar and my mission has been to recruit the Dreadlord. With his power Hillsfar can take control of the Dalelands and the Moonsea. I will become governor of the northern provinces and be wealthy beyond imagining.'

❑ Journal Entry 62

MAGE'S REPORT

Our flaming creatures are clearing the ice quite quickly now. The dungeon is open to just below the castle, where ice is much more resistant. Thankfully we have discovered a second door upward.

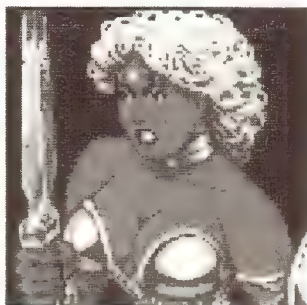
This leads along a winding tunnel into a glacial crevasse. This was undoubtedly an old escape tunnel hidden by the Dreadlord.

We have seen no sign of adventurers, but disturbances have been reported in the lower levels. As a precaution, we have thawed out the purple worms. This will slow us down, but will provide needed defense.

Journal Entry 63

VALA'S STORY

The amazonian woman collapses as she steps down from the shattered prison. As you rush to help, her eyes flutter open and she moans, 'Who are you? Where am I?'



After you explain what you know and she has revived, she growls, 'The Legion will pay. They have left me imprisoned for 300 years, since the great battles. They captured me and imprisoned me in that shimmering cage.'

'So the war over the Dreadlord continues to this day. My vows compel me to continue this battle. I am Vala of the Silver Blades and will aid you in this war.'

Journal Entry 64

MAD DWARF'S RAMBLINGS

'Build 'em an arm today, a couple of chests tomorrow. Maybe slam out a few spare eyes. Wizards are queer birds — all skin and bones and glowin' eyes. Always distractin' yah, cacklin' and gigglin'. Iron statues, always more bits and

pieces. They do strange things to 'em next door. Never can be sure with wizards. Next thing yah know the statues will be walkin'. Never be too sure...'

Journal Entry 65

LETTER IN TEMPLE

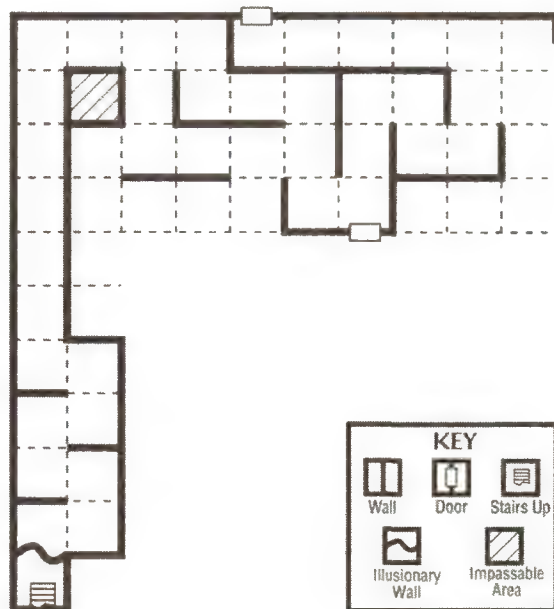
We go into battle today to stop the Dreadlord. I am fearful, but Oswulf is confident. When he speaks I find my courage returns. I hope everyone at home is happy. With any luck I will be home soon.

Your loving son,

Jhaele

Journal Entry 66

MAP RETRIEVED FROM STORM GIANT LEADER'S POUCH





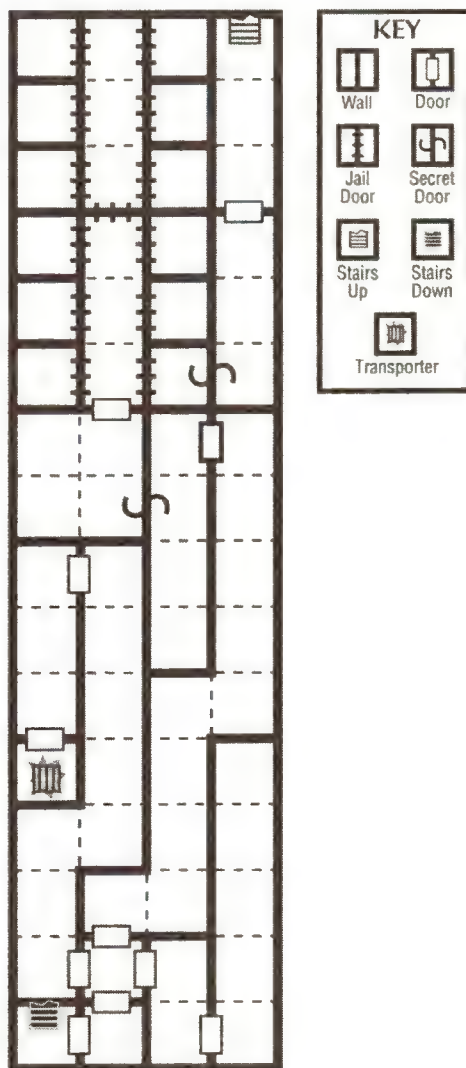
❑ Journal Entry 67

MAD CLERIC'S RAMBLINGS

'Questioned the high lord Bane once, you know. Didn't think that the Dreadlord was worthy of his attentions. Questioned that, I did. You know that questions are a burden? Very burdensome for a god. Then came the Silver Blades and I questioned again. Then came the ice and I called out to Bane. In his wisdom he kept my mind from freezing. Let me think about my questions for 300 years, with only ice as far as the eye could see. Can't see very far through ice either. Unmoving for 300 years gives a man pause. Finally I discovered the answer and I sacrificed my mind. Sacrifice is a balm to the gods. Gods inspire the mad. Madness flows from...'

❑ Journal Entry 68

MAP OF THE 8TH LEVEL OF THE DUNGEON



❑ Journal Entry 69

CLERK'S LETTER

My dear Sasha,

I'm sorry to hear that you have concerns about the Black Circle. However, their continued good will is essential. Their control of the Verdigris Mine gives us the gems we need at a reasonable price. As long as these shipments continue, we will not investigate them too closely.

You may tell them that my negotiations with the Red Wizards proceed very well. Some may be on their way even now. Should this turn out as well as I hope, you can count on a position as my personal scribe.

With my strongest felicitations,

Gagnak Ulfrim
 Councilor of New Phlan

Journal Entry 70

PRISONER'S TALE.

'The Black Circle has collected us as payment to the driders. In return the driders will help them with some mys-

terious rite. One stronger prisoner was taken from among us. I believe he is to be a sacrifice. You must seek him out and save him as well.'

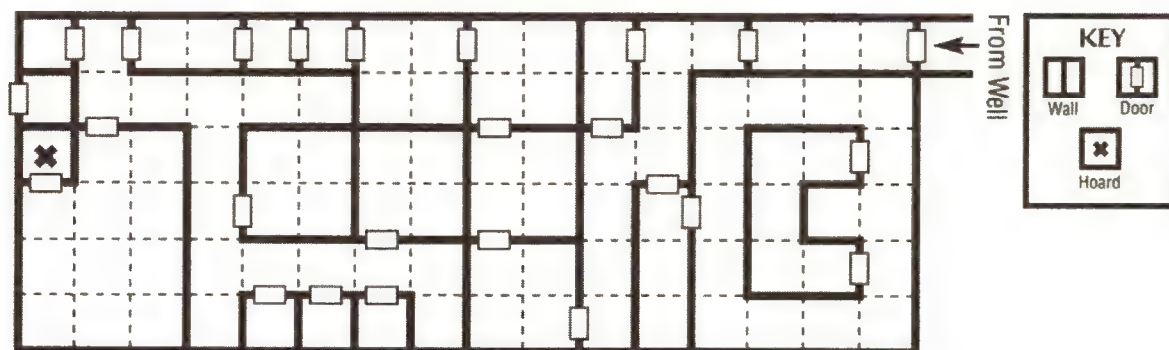
Journal Entry 71

SIGNIFICANCE OF THE AMULET.

'The Amulet of Eldamar will reveal three keys hidden within the dungeon. The keys open the three doors guarding the Dreadlord's Sanctum. Watch for a ghostly radiance that will indicate the presence of a key.'

Journal Entry 72

MAP TO GRIMDRA'S HOARD.





GLOSSARY OF AD&D COMPUTER GAME TERMS

Ability Scores. These are numbers that describe the attributes of the characters. There are six ability scores: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma.

Adventurer. This is a term for one of the characters you play in this game.

Alignment. This is the basic philosophy of a character. See Alignment in the What are Characters? section.

Armor Class (AC). This is a rating of how difficult a target is to damage. The lower the AC number the more difficult it is to hit.

Character. This is another name for one of the persons you play in the game. A party consists of several characters.

Class. This is a character's occupation. For example mage, fighter, or cleric are classes.

Combat Round. Is one turn of a battle. All characters and monsters who are able to fight will get to act at least once per combat round.

Combat Segment. Is one-tenth of a Combat Round. Which combat segment a character or monster acts on in a round is determined by his dexterity and a random number.

Command. A one or two-word option in a menu. Activating that command allows you either to view another menu or have your characters perform an action.

Dice. In the computer AD&D game dice are random numbers. They are referred to by the highest number they

can be, for example a d10 can be a value from 1 to 10, a d6 would be from 1 to 6. When a die number is generated it is called a "Roll."

Encounter. This is what happens when a party meets a monster. You are given a menu of choices of how you want to handle the situation.

Enter. The act of giving a command to the computer. How this is done varies depending on the computer.

Experience Points (XP). Every encounter the characters have yields experience points for every character depending on how successful the encounter was for the party. A character who gains enough XP can advance a level.

Facing. In combat, a character faces a certain direction. An attack from the direction he is not facing has a greater chance of doing damage. A character will always face an opponent if he has only one opponent.

Grimoire (Spell Book). The book a mage carries his spells in. If he doesn't have a magic book, he has no spells to memorize.

Hit Points (HP). This is a measure of how healthy a character is. Damage from weapons subtracts hit points from the character's total. When he has lost all of his hit points, he is unconscious and dying. If his wounds are bound by another party member, he is simply unconscious.

Icon. This is the small picture of a monster or a character seen in the initial stages of an encounter and during combat. Character icons can be altered using the Alter command in the Camp Menu.



Initiative. This is a semi-random determination of which character in a combat acts first. The characters with higher dexterities have a better chance for a higher initiative.

Level. This describes the power of a number of different items. The power of characters, dungeons, monsters, and spells are all described with levels.

Character Level. This is a determination of how much experience a character has. The higher the level, the more experienced and important the character is. High-level spell-casters can cast high-level spells.

Spell Level. Spells come in degrees of difficulty. The higher the level of the spell, the greater the difficulty. Only very experienced magic-users and clerics can learn high-level spells.

Magic. This term covers spellcasting, enchanted items, and any other application of the supernatural.

Melee Combat. This is hand-to-hand combat with weapons such as swords, spears, and fists.

Missile Combat. This is ranged combat with weapons such as bows and arrows, crossbows and quarrels, and slings and slingstones.

Monster. This term actually includes human and other player races as well as ogres and dragons. In general, if it isn't part of your party, it's a monster. Monsters are not necessarily hostile; some may be helpful. That's what the Parlay command in the Encounter Menu is for.

Multi-Class Characters. Non-human characters may belong to two or three classes at the same time. Such multi-class characters split their

experience among all their classes, even if they have reached their racial maximum class.

Non-Player Character (NPC). This is a member of a player race who is not controlled by the player. Some NPCs can be brought into a party.

Party. The group of adventurers you form to perform the missions you are given. A party can be reformed for each adventure, and even altered during the course of an adventure.

Player Character (PC). This is a member of a player race who is controlled by the player. The characters in your adventuring party are PCs.

Race. The species characters may be in the game. For example human, elf or dwarf are races.

Saving Throw. The chance that a character or monster will be unaffected, or only partially effected, by a spell, poison, or similar attack. As characters gain levels their saving throws are more likely to protect them from adverse effects.

Spell. This is a magic incantation that can alter the nature of reality. Magic-users, clerics, and high-level paladins and rangers can cast spells after memorizing them. If the spell is cast, it is gone from the user's mind and must be re-memorized.

THACØ (To Hit Armor Class 0). This is the number that a character must make or exceed to hit an opponent with ACØ.

Appendices

RANGE OF ABILITY SCORES BY RACE

ABILITY SCORE	DWARF	ELF	GNOME	HALF-ELF	HALFLING	HUMAN
Strength (Male)	8-18(99)	3-18(75)	6-18(50)	3-18(90)	6-17	3-18(00)
Strength (Female)	8-17	3-16	6-15	3-17	6-14	3-18(50)
Intelligence	3-18	8-18	7-18	4-18	6-18	3-18
Wisdom	3-18	3-18	3-18	3-18	3-17	3-18
Dexterity	3-17	7-19	3-18	6-18	8-18	3-18
Constitution	12-19	6-18	8-18	6-18	10-19	3-18
Charisma	3-16	8-18	3-18	3-18	3-18	3-18

Racial Ability Score Modifiers:

Dwarf	Constitution +1	Charisma -1
Elf	Dexterity +1	Constitution -1
Halfling	Dexterity +1	Strength -1

Minimum/Maximum Ability Score:

(xx) = maximum percentage for an 18 strength (fighters, paladins, and ranger only)

MAXIMUM LEVEL LIMITS BY RACE, CLASS AND PRIME REQUISITE

CLASS	ABILITY	DWARF ¹	ELF ¹	GNOME ¹	HALF-ELF ¹	HALFLING ¹	HUMAN
Cleric	Any	no	no	no	5	no	15*
Fighter	STR 16-	7	5	5	6	4	15*
	STR 17	8	6	5	7	5	15*
	STR 18+	9	7	6	8	no	15*
Paladin	Any	no	no	no	no	no	15*
Ranger	STR 16-	no	no	no	6	no	15*
	STR 17	no	no	no	7	no	15*
	STR 18+	no	no	no	8	no	15*
Magic-User	INT 16-	no	9	no	6	no	15*
	INT 17	no	10	no	7	no	15*
	INT 18	no	11	no	8	no	15*
Thief	Any	18*	18*	18*	18*	18*	18*

no: Characters of this race cannot be of this class.

*: Highest Level Available in Secret of the Silver Blades.

Normal AD&D® game Characters have unlimited level advancement in these classes.

*Note: Except for thieves, most non-human characters may not advance to as high a level as the game provides for humans.

STRENGTH TABLE: ABILITY ADJUSTMENTS

ABILITY SCORE	THACO BONUS	DAMAGE ADJUSTMENT	WEIGHT ALLOWANCE (IN GOLD PIECES)
3	-3	-1	-350
4-5	-2	-1	-250
6-7	-1	none	-150
8-9	normal	none	normal
10-11	normal	none	normal
12-13	normal	none	+100
14-15	normal	none	+200
16	normal	+1	+350
17	+1	+1	+500
18	+1	+2	+750
*18/01-50	+1	+3	+1,000
*18/51-75	+2	+3	+1,250
*18/76-90	+2	+4	+1,500
*18/91-99	+2	+5	+2,000
*18/00	+3	+6	+3,000

*These bonuses available to fighter classes only (Fighter, Paladin, Ranger).

DEXTERITY TABLE

ABILITY SCORE	REACTION/ MISSILE BONUS	AC BONUS
3	-3	+4
4	-2	+3
5	-1	+2
6	0	+1
7	0	0
8	0	0
9	0	0
10	0	0
11	0	0
12	0	0
13	0	0
14	0	0
15	0	-1
16	+1	-2
17	+2	-3
18	+3	-4

CONSTITUTION TABLE

ABILITY SCORE	HIT POINT ADJUSTMENT	RESURRECTION SURVIVAL	ABILITY SCORE	HIT POINT ADJUSTMENT	RESURRECTION SURVIVAL
3	-2	40%	12	0	85%
4	-1	45%	13	0	90%
5	-1	50%	14	0	92%
6	-1	55%	15	+1	94%
7	0	60%	16	+2	96%
8	0	65%	17	+2 (+3)*	98%
9	0	70%	18	+2 (+4)*	100%
10	0	75%			
11	0	80%			

* Bonus applies only to fighters; all other classes may be given a maximum hit point bonus adjustment for constitution of +2.



ARMOR AND WEAPONS PERMITTED BY CHARACTER CLASS

CLASS	MAX ARMOR	SHIELD	WEAPONS
Cleric	any	any	club, flail, hammer, mace, staff, staff sling
Fighter	any	any	any
Paladin	any	any	any
Ranger	any	any	any
Magic-User	none	none	dagger, dart, staff
Thief	leather	none	club, dagger, dart, sling, one-handed swords, short bow

FIGHTER, PALADIN, RANGER ATTACKS PER ROUND

CLASS-LEVEL	ATTACKS/ROUND
Fighter 1-6	1/1
Paladin 1-6	1/1
Ranger 1-7	1/1
Fighter 7-12	3/2
Paladin 7-12	3/2
Ranger 8-14	3/2
Fighter 13+	2/1
Paladin 13+	2/1
Ranger 15+	2/1

MONEY CONVERSIONS

COIN TYPE	GOLD EQUIVALENT
Copper	200 cp = 1 gp
Silver	20 sp = 1 gp
Electrum	2 ep = 1 gp
Gold	1 gp = 1 gp
Platinum	1/5 pp = 1 gp

SPELL PARAMETERS LIST

This is a listing of spells available to player characters as they gain in level. The following are abbreviations used in the list:

Cmbt = *Combat only spell*

dia = *diameter*

t = *turns*

Camp = *Camp only spell*

rad = *radius*

/lvl = *per level of caster*

Both = *Camp or Combat spell*

All = *All characters in combat*

targets = *aim at each target.*

T = *Touch Range*

r = *combat rounds*

1st-Level Clerical Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Bless	Both	6	5 dia	6r
Curse	Cmbt	6	5 dia	6r
Cure Light Wounds	Both	T	1	-
Cause Light Wounds	Cmbt	T	1	-
Detect Magic	Both	3	1	1t
Protection from Evil	Both	T	1	3r/lvl
Protection from Good	Both	T	1	3r/lvl
Resist Cold	Both	T	1	1t/lvl

2nd-Level Clerical Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Find Traps	Camp	3	1	3t
Hold Person	Cmbt	6	1-3 targets	4r+1/lvl
Resist Fire	Both	T	1	1t/lvl
Silence 15' Radius	Cmbt	12	3 dia	2r/lvl
Slow Poison	Both	T	1	1 hour/lvl
Snake Charm	Cmbt	3	All	5-8r
Spiritual Hammer	Cmbt	3	1	1r/lvl

3rd-Level Clerical Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Cure Blindness	Both	T	1	-
Cause Blindness	Cmbt	T	1	-
Cure Disease	Camp	T	1	-
Cause Disease	Cmbt	T	1	-
Dispel Magic	Both	6	3x3	-
Prayer	Both	0	All	1r/lvl
Remove Curse	Both	T	1	-
Bestow Curse	Cmbt	T	1	1t/lvl



4th-Level Clerical Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Cure Serious Wounds	Both	T	1	-
Cause Serious Wounds	Cmbt	T	1	-
Neutralize Poison	Both	T	1	-
Poison	Cmbt	T	1	-
Protection from Evil 10' Radius	Both	T	2 dia	1t/lvl
Sticks to Snakes	Cmbt	3	1	2r/lvl

5th-Level Clerical Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Cure Critical Wounds	Both	T	1	-
Cause Critical Wounds	Cmbt	T	1	-
Dispel Evil	Cmbt	T	1	1r/lvl
Flame Strike	Cmbt	6	1	-
Raise Dead	Camp	3	1	-
Slay Living	Cmbt	3	1	-

6th-Level Clerical Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Harm	Cmbt	T	1	-
Heal	Both	T	1	-

1st-Level Druidical Spells (For High-Level Rangers)

SPELL NAME	WHEN	RNG	AREA	DURATION
Detect Magic	Both	4	1	12r
Entangle	Cmbt	8	4 dia	1t
Faerie Fire	Cmbt	8	8 dia	4r/lvl
Invisibility to Animals	Both	T	1	1t+1r/lvl

2nd-Level Druidical Spells (For High-Level Rangers)

SPELL NAME	WHEN	RNG	AREA	DURATION
Barkskin	Both	T	Creature	4r+1r/lvl
Charm Person/Mammal	Cmbt	12	1	-

1st-Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Burning Hands	Cmbt	T	3 squares	-
Charm Person	Cmbt	12	1	-
Detect Magic	Both	6	1	2r/lvl
Enlarge	Both	.5/lvl	1	1t/lvl
Reduce	Both	.5/lvl	1	-
Friends	Cmbt	0	All	1r/lvl
Magic Missile	Cmbt	6+lvl	1	-
Protection from Evil	Both	T	1	2r/lvl
Protection from Good	Both	T	1	2r/lvl
Read Magic	Camp	0	1	2r/lvl
Shield	Cmbt	0	1	5r/lvl
Shocking Grasp	Cmbt	T	1	-
Sleep	Cmbt	3+lvl	1-16	5r/lvl

2nd-Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Detect Invisibility	Both	1/lvl	1	5r/lvl
Invisibility	Both	T	1	-
Knock	Camp	6	1/lvl	-
Mirror Image	Both	0	1	2r/lvl
Ray of Enfeeblement	Cmbt	T	1+.25/lvl	1r/lvl
Stinking Cloud	Cmbt	3	2x2	1r/lvl
Strength	Both	T	1	6t/lvl

3rd-Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Blink	Both	0	1	1r/lvl
Dispel Magic	Both	12	3x3	-
Fireball	Cmbt	10+lvl	2/3 rad	-
Haste	Both	6	4x4	3r+1/lvl
Hold Person	Cmbt	12	1-4	2r/lvl
Invisibility 10' Radius	Both	T	2 dia	-
Lightning Bolt	Cmbt	4+lvl	4,8	-
Protection from Evil 10' Rad	Both	T	2 dia	2r/lvl
Protection from Good 10' Rad	Both	T	2 dia	2r/lvl
Protection from Normal Missile	Both	T	1	1t/lvl
Slow	Cmbt	9+lvl	4x4	3r+1/lvl

**4th-Level Magic-User Spells**

SPELL NAME	WHEN	RNG	AREA	DURATION
Charm Monster	Cmbt	6	1	-
Confusion	Cmbt	12	2-16	2r+1/lvl
Dimension Door	Cmbt	0	1	-
Fear	Cmbt	0	6x3 cone	1r/lvl
Fire Shield (2 Types)	Both	0	1	2r+1/lvl
Fumble	Cmbt	1/lvl	1	1r/lvl
Ice Storm (Dmg only)	Cmbt	1/lvl	4 dia	-
Min Globe of Invulnerability	Both	0	1	1r/lvl
Remove Curse	Both	T	1	-
Bestow Curse	Cmbt	T	1	1t/lvl

5th-Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Cloudkill	Cmbt	1	3x3	1r/lvl
Cone of Cold	Cmbt	0	.5/lvl cone	-
Feeblemind	Cmbt	1/lvl	1	-
Hold Monster	Cmbt	.5/lvl	1-4 targets	1r/lvl

6th-Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Deathspell	Cmbt	1	.5 /lvl	Instantaneous
Disintegrate	Cmbt	.5/lvl	Special	Permanent
Globe of Invulnerability	Both	0	1	1r/lvl
Stone to Flesh	Both	1/lvl	1	Permanent
Flesh to Stone	Cmbt	1/lvl	1	Permanent

7th-Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Delayed Blast Fire Ball	Cmbt	10+1/lvl	2r	Special
Mass Invisibility	Both	1/lvl	Special	Special
Power Word, Stun	Cmbt	.5/lvl	1	Special



WEAPON LIST

NAME	DAMAGE VS. MAN SIZED	DAMAGE VS. LARGER THAN MAN SIZED	NUMBER OF HANDS	CLASS
Axe, Hand	1-6	1-4	1	f
Bastard Sword	2-8	2-16	2	f
Battleaxe	1-8	1-8	1	f
Broad Sword	2-8	2-7	1	f,th
Club	1-6	1-3	1	f,cl,th
Composite Long Bow*	1-6	1-6	2	f
Composite Short Bow*	1-6	1-6	2	f
Dagger	1-4	1-3	1	f,mu,th
Dart	1-3	1-2	1	f,mu,th
Flail	2-7	2-8	1	f,cl
Halberd+	1-10	2-12	2	f
Hammer	2-5	1-4	1	f,cl
Javelin	1-6	1-6	1	f
Light Crossbow#	1-4	1-4	2	f
Long Bow*	1-6	1-6	2	f
Long Sword	1-8	1-12	1	f,th
Mace	2-7	1-6	1	f,cl
Morning Star	2-8	2-7	1	f
Scimitar	1-8	1-8	1	f,th
Short Bow*	1-6	1-6	2	f
Short Sword	1-6	1-8	1	f,th
Sling	1-4	1-4	1	f,th
Spear	1-6	1-8	1	f
Trident	2-7	3-12	1	f
Two-Handed Sword	1-10	3-18	2	f

+ Polearm

* Must have ready arrows to fire. Two Attacks per round.

Must have ready quarrels to fire. One Attack per round.

f=fighter, cl=cleric, th=thief, mu=magic-user



ARMOR LIST

ARMOR TYPE	WEIGHT IN GP.	AC	MAXIMUM MOVEMENT*
None	0	10	-
Shield	50	9	-
Leather	150	8	12 squares
Ring	250	7	9 squares
Scale	400	6	6 squares

ARMOR TYPE	WEIGHT IN GP.	AC	MAXIMUM MOVEMENT*
Chain	300	5	9 squares
Banded	350	4	9 squares
Plate	450	3	6 squares

* A character carrying many objects, including a large number of coins, can be limited in movement to a minimum of 3 squares per turn.

A Shield subtracts 1 AC from any armor it's used with.

TABLE OF EXPERIENCE PER LEVEL

The following charts show the amount of experience a character must earn in order to gain a level in his character class. The charts also list the number of spells that a character can have memorized at one time. Fighters and Thieves can never memorize spells.

Remember that all experience earned by a non-human, multiple-class character is divided by the number of classes the character has. The experience is divided even after the character has reached his maximum level in a particular class. A Human dual-class character only earns experience in his second class. The character cannot use the abilities of his first class until his level in his second class exceeds his level in his first class.

Cleric

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF CLERICAL SPELLS PER LEVEL					
			1	2	3	4	5	6
1	0-1,500	1d8	1					
2	1,5001-3,000	2d8	2					
3	3,001-6,000	3d8	2	1				
4	6,001-13,000	4d8	3	2				
5	13,001-27,000	5d8	3	3	1			
6	27,001-55,000	6d8	3	3	2			
7	55,001-110,000	7d8	3	3	2	1		
8	110,001-225,000	8d8	3	3	3	2	-	-
9	225,001-450,000	9d8	4	4	3	2	1	-
10	450,001-675,000	9d8+2	4	4	3	3	2	-
11	675,001 - 900,000	9d8+4	5	4	4	3	2	1*
12	900,001 - 1,125,000	9d8+6	6	5	5	3	2	2
13	1,125,001 - 1,350,000	9d8+8	6	6	6	4	2	2
14	1,350,001 - 1,575,000	9d8+10	6	6	6	5	3	2
15	1,575,000+	9d8+12	7	7	7	5	4	2

* Usable only by clerics of 17 or greater wisdom

Bonus Spells For Clerics with High Wisdom Ability Score:

CLERIC'S WISDOM	BONUS SPELLS				
	1	2	3	4	5
9-12	-	-	-	-	-
13	+1	-	-	-	-
14	+2	-	-	-	-
15	+2	+1	-	-	-
16	+2	+2	-	-	-
17	+2	+2	+1	-	-
18	+2	+2	+1	+1	-

Note that these bonus spells are only available when the cleric is entitled to spells of the applicable level. Thus an 8th-level cleric with a Wisdom of 18 can memorize the following spells:

	NUMBER OF SPELLS				
	1	2	3	4	5
8th-Level Cleric with 18 Wisdom	5	5	3	-	-

Magic-User

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF MAGIC-USER SPELLS PER LEVEL						
			1	2	3	4	5	6	7
1	0-2,500	1d4	1						
2	2,501-5,000	2d4	2						
3	5,001-10,000	3d4	2	1					
4	10,001-22,500	4d4	3	2					
5	22,501-40,000	5d4	4	2	1				
6	40,001-60,000	6d4	4	2	2				
7	60,001-90,000	7d4	4	3	2	1			
8	90,001-135,000	8d4	4	3	3	2	-	-	-
9	135,001-250,000	9d4	4	3	3	2	1	-	-
10	250,001-375,000	10d4	4	4	3	2	2	-	-
11	375,001-750,000	11d4	4	4	4	3	3	-	-
12	750,001 - 1,125,000	11d4+1	4	4	4	4	4	1*	-
13	1,125,001 - 1,500,000	11d4+2	5	5	5	4	4	2	-
14	1,500,001 - 1,875,000	11d4+3	5	5	5	4	4	2	1**
15	1,875,001+	11d4+4	5	5	5	5	5	2	1

*Usable only with 12+ Intelligence

**Usable only with 14+ Intelligence

Ranger

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF SPELLS PER LEVEL			
			DRUIDIC		MAGIC-USER	
			1	2	1	2
1	0-2,250	2d8	-	-	-	-
2	2,251-4,500	3d8	-	-	-	-
3	4,501-10,000	4d8	-	-	-	-
4	10,001-20,000	5d8	-	-	-	-
5	20,001-40,000	6d8	-	-	-	-
6	40,001-90,000	7d8	-	-	-	-
7	90,001-150,000	8d8	-	-	-	-
8	150,001-225,000	9d8	1	-	-	-
9	225,001-325,000	10d8	1	-	1	-
10	325,001-650,000	11d8	2	-	1	-
11	650,001-975,000	11d8+2	2	-	2	-
12	975,001 - 1,300,000	11d8+4	2	1	2	-
13	1,300,001 - 1,625,000	11d8+6	2	1	2	1
14	1,625,001 - 1,950,000	11d8+8	2	2	2	1
15	1,950,001+	11d8+10	2	2	2	2

Paladin

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF CLERICAL SPELLS PER LEVEL			
			1	2	3	4
1	0-2,750	1d10	-	-	-	-
2	2,751-5,500	2d10	-	-	-	-
3	5,501-12,000	3d10	-	-	-	-
4	12,001-24,000	4d10	-	-	-	-
5	24,001-45,000	5d10	-	-	-	-
6	45,001-95,000	6d10	-	-	-	-
7	95,001-175,000	7d10	-	-	-	-
8	175,001-350,000	8d10	-	-	-	-
9	350,001-700,000	9d10	1	-	-	-
10	700,001-1,050,000	9d10+3	2	-	-	-
11	1,050,001-1,400,000	9d10+6	2	1	-	-
12	1,400,001 - 1,750,000	9d10+9	2	2	-	-
13	1,750,001 - 2,100,000	9d10+12	2	2	1	-
14	2,100,001 - 2,450,000	9d10+15	3	2	1	-
15	2,450,001+	9d10+18	3	2	1	1

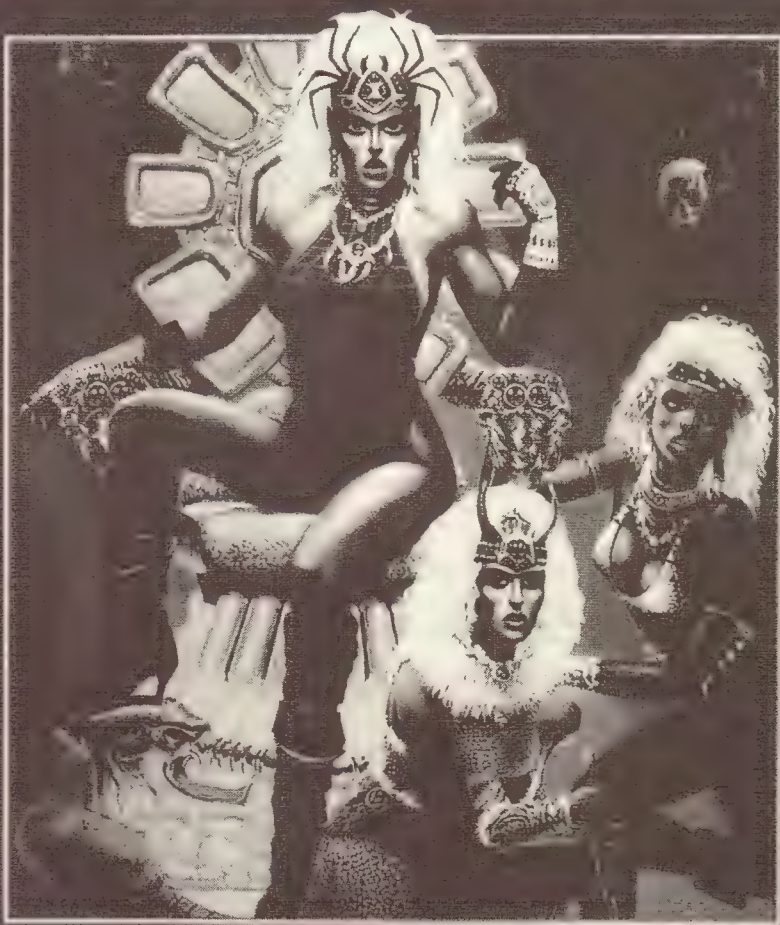
Thief

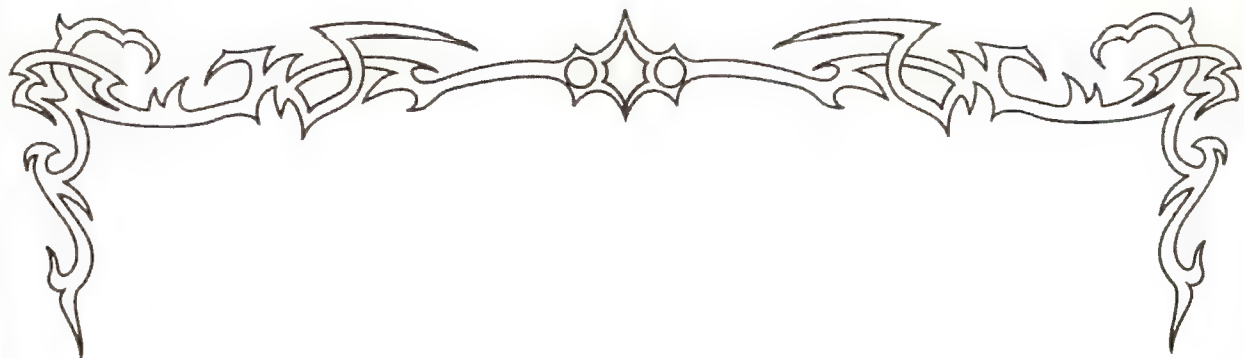
LEVEL	EXPERIENCE	HIT DICE
1	0-1,250	1d6
2	1,251-2,500	2d6
3	2,501-5,000	3d6
4	5,001-10,000	4d6
5	10,001-20,000	5d6
6	20,001-42,500	6d6
7	42,501-70,000	7d6
8	70,001-110,000	8d6
9	110,001-160,000	9d6
10	160,001-220,000	10d6
11	220,001-440,000	10d6+2
12	440,001-660,000	10d6+4
13	660,001-880,000	10d6+6
14	880,001-1,100,000	10d6+8
15	1,100,001-1,320,000	10d6+10
16	1,320,001-1,540,000	10d6+12
17	1,540,001-1,760,000	10d6+14
18	1,760,001+	10d6+16

Fighter

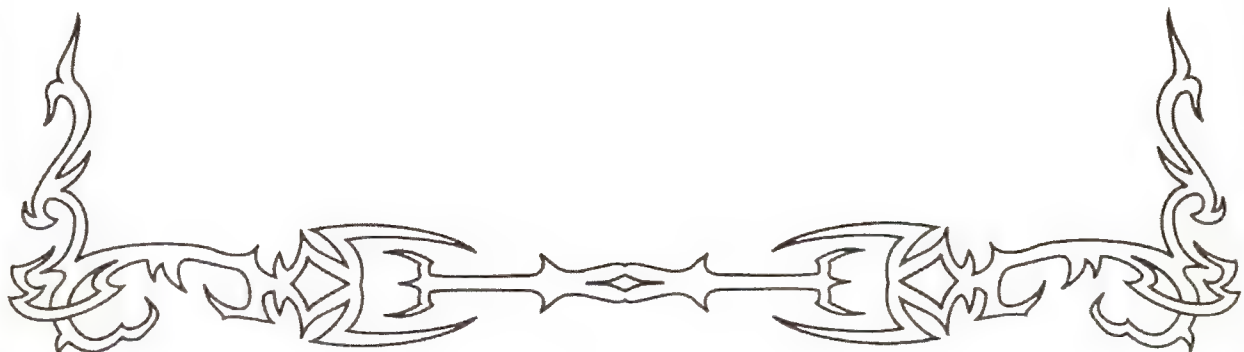
LEVEL	EXPERIENCE	HIT DICE
1	0-2,000	1d10
2	2,001-4,000	2d10
3	4,001-8,000	3d10
4	8,001-18,000	4d10
5	18,001-35,000	5d10
6	35,001-70,000	6d10
7	70,001-125,000	7d10
8	125,001-250,000	8d10
9	250,001-500,000	9d10
10	500,001-750,000	9d10+3
11	750,001-1,000,000	9d10+6
12	1,000,001-1,250,000	9d10+9
13	1,250,001 - 1,500,000	9d10+12
14	1,500,001 - 1,750,000	9d10+15
15	1,750,001+	9d10+18

POOLS OF DARKNESS
**ADVENTURER'S
JOURNAL**





Pools of Darkness
Ref Card



Pools of Darkness

System Requirements: A minimum of 640K system memory is required. The mouse will not work with Tandy graphics. RAM resident programs may reduce your available system memory below the minimum required for this game. We recommend at least **560K** of free memory to run this program. A TGA, EGA, VGA or MCGA color video system is also required. One CD-ROM drive and one hard disk are required. This game must be installed on a hard disk and it will use a minimum of 3.5 megabytes of available space to install the game. FILES must be set greater than or equal to 20 in your CONFIG.SYS file.

Getting Started Quickly: Use the pre-generated party of characters saved as Save Game A: These characters start at the very beginning of the game, but they have already been outfitted with readied weapons and armor.

Set up the game as described in the sections below (use INSTALL to get the pre-generated party).

To begin the game, type **START**. Choose the Load Saved Game option from the Party Creation menu. The saved game will appear after you choose the POOLS option in the Load Saved Game menu. Load Save Game A. Choose Begin Adventuring.

Answer the verification question by finding the indicated word in the copy protection section. Type the indicated word and press **ENTER/RETURN**. Do not count the headings.

Refer to the sections on movement, combat, etc., in this data card or from the rule book or journal as needed.

Installing the Game:

1. Place the Forgotten Realms CD with POOLS OF DARKNESS into your CD-ROM drive.
2. Access the drive containing the CD.
3. Go into the "DARKNESS" directory and enter "Install".
4. Follow the on-screen prompts

Starting the Game

1. Boot your system normally with DOS 2.1 or greater.
2. Be sure that the hard disk containing the game is the active drive.
3. Change directory to the game's directory. Example: To change to the default directory type CD/POD and press ENTER/RETURN.
4. Type START and press ENTER/RETURN.

The first time you play the game you will be prompted to configure the game for your system's hardware. You will be asked to set up for graphics card, sound type, input drive type and save path for both your Pools of Darkness and Secret of the Silver Blades games (if installed).

Graphics Adapter Type: Enter the correct number for your graphics adapter type.

Sound Type : Enter the correct number for your sound type. For most people this will be IBM PC or compatible. If you have a Tandy system or one of the sound boards supported by this program, enter the corresponding number. If you do not want sound in your game, enter 6.

Alternate Input Type: If you want to play the game using a joystick or mouse, enter 1 or 2 as indicated. To play the game using the keyboard only, enter 3:

The input device (mouse or joystick) may also be selected from the first program menu. The keyboard is always active regardless of how the system is configured.

Path to Save Drive for Pools of Darkness: Most people will want to press ENTER/RETURN here. The default save path is set for the SAVE subdirectory on your active drive. The SAVE subdirectory is created automatically when you first save a game or character.

If you wish to save to another drive, type the drive letter followed by a colon, a back slash and the subdirectory name. Example: To save to the SAVE subdirectory on drive B, type B:\SAVE and press ENTER/RETURN.

If you wish to reconfigure the game at any time, for a new graphics adapter for example, erase the POOL4.CFG and SND.EXE files, and then run the game. Use the DOS DELETE command to erase the file.

Path to Save Drive for Secret of the Silver Blades: Most people will want to press ENTER/RETURN here. The default save path is set for the \SECRET\SAVE subdirectory on your active drive. This selection is important only if you have saved games from Secret of the Silver Blades and wish to use them in Pools of Darkness. You set the drive path to the drive path of your Secret of the Silver Blades Save Game disk or subdirectory.

NOTE: If you do not have or do not want to use your Secret of the Silver Blades Save Game Disk, select the default setting when prompted.

Saving Games: If you are saving games to floppies, you will need to format save disks before playing. Use the DOS FORMAT command (refer to our DOS manual for instructions).

Saved games are identified by letters. To save or recall a game you need only select the desired letter. Ten games may be saved to a standard 360K 5.25" disk or 720K 3.5" disk.

Mouse: To give commands using the mouse, point to the desired command and double-click with the left mouse button.

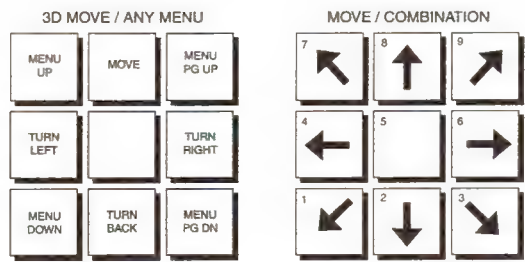
Keyboard: To select a command using the keyboard, either press the highlighted letter in that command or use the cursor keys to highlight the command and press ENTER/RETURN.

Moving Around: The party will move through the game in 3D\Area and combat modes. Targeting spell and ranged weapons during combat is similar to moving

characters. To move, first select the Move option from the bottom of the screen and then give the appropriate commands.

Keyboard Movement: The following keyboard controls are used for movement and targeting:

KEYBOARD MOVEMENT

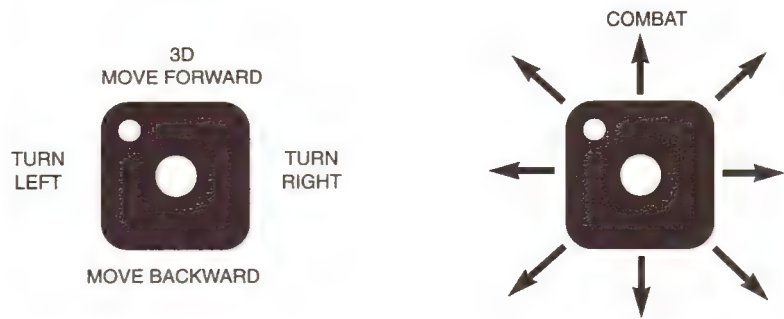


Mouse Movement: To move in 3D/Area mode with a mouse, click the mouse cursor at the edge of the display window in the direction you want to move. To move forward, click at the top of the window. To turn around, click at the bottom. To turn right or left, click on the appropriate side.

To use the mouse for combat targeting and movement, click the mouse cursor over the target square and the cursor will advance towards the target. If the target is off the screen, first select an intermediate square near the edge of the screen. To move in combat, click on the square you want to enter.

Joystick Movement: Joystick movement is similar to using the cursor controls/keypad. Select the Move command and then move the joystick.

JOYSTICK MOVEMENT



COPY PROTECTION

To answer the verification question, find the indicated work in the copy protection section. Type the indicated word and press ENTER/RETURN. Do not count section headings.

IBM Combat Commands: The following is a list of IBM specific commands.

ESC: will act as an Exit from any menu. When moving in combat, will 'take back'

a move. The function will not erase any damage taken during the move.

ALT/Q: sets all character to QUICK (computer control).

<Space> : returns all character to normal control from QUICK.

ALT/M: Toggles the magic spells on/off for characters set to QUICK.

CTRL/S : Toggles sound on/off (may be used any time).

HINT : If you find combat too easy or difficult, use the LEVEL command (Rule Book page 7).

Transferring Characters from Secret of the Silver Blades : Set the Save Game subdirectory for Secret of the Silver Blades game during the system setup. Select the Load Saved Game option then **SECRET**. Choose the saved game you wish to transfer to Pools of Darkness. This will load all of the characters, most of their equipment and their money.

If you wish to load only a single character from Secret of the Silver Blades, boot up Secret of the Silver Blades and load the saved game in which the character resides. Choose the Remove Character option and remove the character from the party. Start Pools of Darkness and choose the Add Character to Party option and then select **SECRET**. A screen with the name of the Character will appear and can be loaded into the new party.

Spell Memorization

To rememorize spells in Camp, select the Rest option, then rest for the preallotted time.

If you wish to change the selection of spells to be memorized, choose the Memorize option and do **NOT** keep the spells ready for rememorization. Follow the rule book instructions for memorizing spells.

Program Changes

The Fix command only heals the party. It no longer increments time to memorize spells. Use the Rest command to memorize all spells.

If the name of a character is highlighted in purple, that character is ready to train up another level.

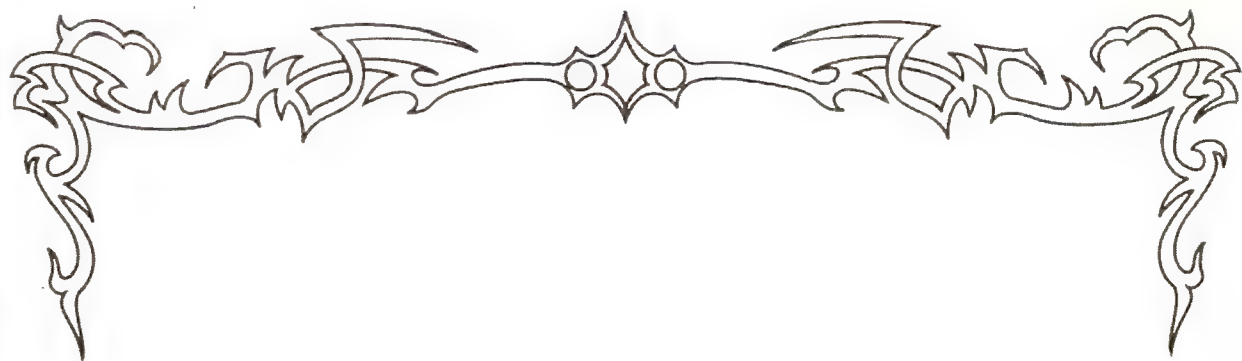
In some areas of the game, the **REST** and **FIX** options will not be available in the **CAMP** menu.

If you are using a mouse and you are modifying a character's name, you must use the <ESC> key to abort the change. The mouse will not work.

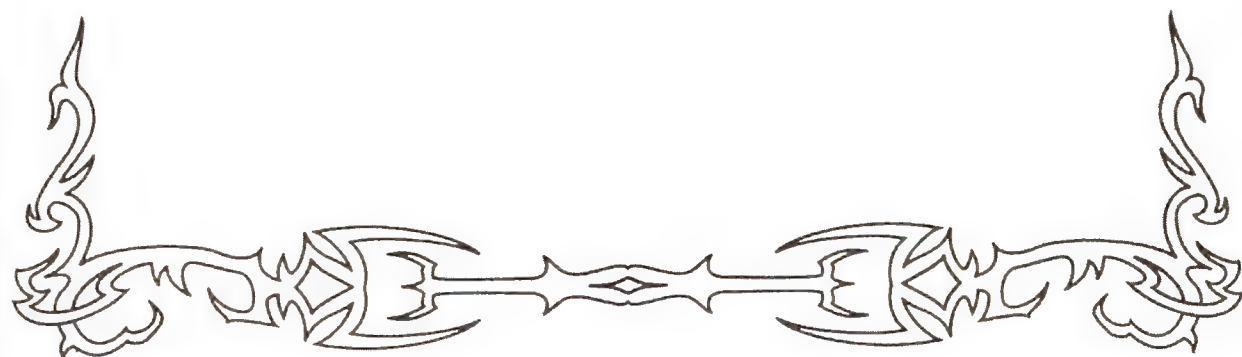
Non-human races have a distinct disadvantage in this game. The base experience for this game will put most non-human races at their class maximums, even before you start the game.

Magic-Users should have an intelligence of 18 or they will not be able to use the most powerful spells.

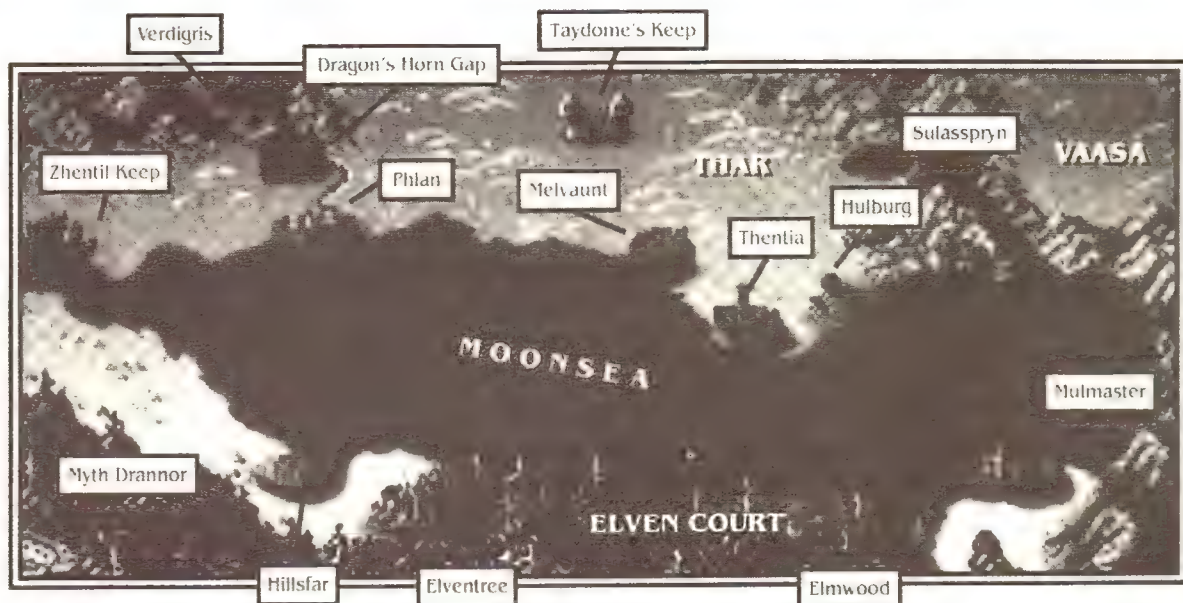
Note: When transferring characters from Secret of the Silver Blades: Bundled scrolls will not transfer. To transfer these scrolls, they must first be unbundled. The vault will not transfer. To transfer over items from the vault, you must first give them to the characters you are transferring.



Pools of Darkness Journal



✧ IMPORTANT FEATURES ✧



INTRODUCTION

For ten years your glorious band has fought Evil wherever it has threatened the Realms. Lord Bane has suffered many defeats at your hands and new peace washes over the lands. Now your path comes full circle — back to the thriving city of Phlan.

As your ship arrives, you see the towers of Phlan, where before only ruins stood. The slums and decay have given way to new growth. Boats bob in the harbor under the watchful protection of Sokal Keep. In large measure this prosperity and success was born of your defeat of Tyranthraxus so many years ago.

As the sails are furled, and the crew prepares to dock, you wonder "Where could adventure be found amongst such peace...

CHARACTERS AND PARTIES

You need a party of adventurer Player Characters (PCs) to play POOLS OF DARKNESS. You must choose the following for each character: a Race, a Class and an Alignment. After you select these, the computer generates a set of Ability Scores that define your new character's natural strengths and weaknesses. To build a party you must make a mix of characters that have the range of skills needed for success, and then band them together.

Player Races

There are six races from which you may construct player characters, each with different talents and limitations. Tables beginning on page 47 summarize the racial class limitations and ability score modifiers. The following describes each race and tells which classes are open to them.

Dwarves are a cunning race of sturdy workers and craftsmen. They are especially resistant to magic and poison. Dwarves are adept at dodging the attacks of giant-class creatures. Dwarves can be fighters, thieves and fighter/thieves.

Elves are a tall, long-lived race. They are nearly immune to Sleep and Charm spells and are adept at finding hidden objects such as secret doors. Elves also receive bonuses when attacking with swords or bows. They cannot, however, be raised from the dead. Elves can be fighters, magic-users, thieves, fighter/magic-users, fighter/thieves, magic-user/thieves, and fighter/magic-user/thieves.

Half-Elves are hybrids with many of the virtues of both humans and elves. Like their elf ancestors, they are resistant to sleep and charm spells and are adept at finding hidden objects. Half-elves can be fighters, magic-users, clerics, thieves, rangers, cleric/fighters, cleric/rangers, cleric/magic-users, fighter/magic-users, fighter/thieves, magic-user/thieves, cleric/fighter/magic-users, or fighter/magic-user/thieves.

Gnomes are shorter and slimmer than their dwarf cousins. Like dwarves, they are especially resistant to magic and are adept at dodging the attacks of giant-class creatures. Gnomes can be fighters, thieves and fighter/thieves.

Halflings are about half the size of a human, hence their name. They are especially resistant to magic and poison. They can be fighters, thieves and fighter/thieves.

Humans are the most common player-race in the Forgotten Realms. They suffer no racial level limitations or ability score

modifiers. Humans do have the disability of shorter life-spans than the other races. This may be a problem if they are subjected to many Haste spells, which age the hasted character one year. They can be fighters, magic-users, clerics, thieves, rangers, paladins, and dual-class characters.

Ability Scores

Every character has six randomly generated ability scores as described below. These scores fall within a range determined by the race and class of the character. The base values range from 3 (low) to 18 (high). There are tables of limitations, modifiers and bonuses starting on page 47.

Depending on the character class, one or more of these abilities will be a Prime Requisite. A prime requisite is an ability especially valuable to a given class. For example, strength is key for fighters and wisdom for clerics. Most characters receive bonus experience points when their prime requisite scores are 16 or greater. Non-human characters may have modifiers to the basic ability scores to reflect differences between the races. Dwarves for instance, get a +1 constitution bonus and may have a maximum constitution of 19 instead of 18. All racial modifiers are calculated automatically when a character is generated.

Strength (STR) is the measure of a character's physical power, muscle mass and stamina. Fighter-type characters (fighters, paladins and rangers) may have exceptional strengths greater than 18 that are indicated by a percent value (01, 02, 03... 98, 99, 00) following the base strength. High strength increases a character's combat ability with melee weapons, such as



swords or maces. Strength also determines how much a character can carry without becoming encumbered and slowed in combat.

Intelligence (INT) is the measure of how well a character can learn. Intelligence level can determine the maximum level of spells a magic-user can cast.

Wisdom (WIS) is the measure of a character's ability to understand the ways of the world and to interact with the world. Clerics receive bonus spells for high wisdom, and wisdom can determine the maximum level of spells a cleric can cast.

Dexterity (DEX) is the measure of a character's manual dexterity and agility. Thieves especially benefit from high dexterity. Dexterity affects how well a character can use ranged weapons (bows, dart, etc.), when he moves in a combat round, and how difficult he is to hit in combat.

Constitution (CON) is the measure of a character's overall health. Characters receive one extra hit point if their constitution is 15, and two points if it is 16. Fighter-types (fighters, rangers and paladins) receive additional bonuses for constitutions of 17 or 18. A character's constitution also determines the maximum number of times that character can be raised from the dead with Raise Dead spells, and the chance of a resurrection attempt being successful. Every time a character is successfully raised, 1 point of constitution is lost.

Charisma (CHA) is the measure of how others react to a character.

Character Classes

Classes are the characters' professions. A character must be at least one character class. Non-human characters can be more than one class at the same time. These multi-class characters have more playing options, but increase in level slower because experience is divided evenly among all classes.

Clerics have spells bestowed on them by their deity and can fight wearing armor and using crushing (no edged or pointed) weapons. Clerics must memorize their spells just as magic-users, but they do not use spell books. When clerics gain a new spell level, they can automatically memorize any of the available spells for that level. The prime requisite for clerics is wisdom.

Fighters can fight with any armor or weapons, but they cannot cast magic spells. All fighter-types (fighters, paladins and rangers) gain the ability to attack more than one time per round when they reach 7th level. The prime requisite for fighters is strength.

Paladins are a type of fighter, and can fight with any armor or weapons. They are resistant to spells and poison, and can turn undead creatures as if they were a cleric two levels below their current level. Paladins are also always surrounded by the equivalent of a Protection from Evil spell. Paladins may heal two hit points of damage per level once a day. They may Cure Disease once a week for every five levels of experience. For example, once a week at 1st-5th levels, twice a week at 6th-10th levels, etc. They can use cleric spells when they reach 9th level, although they can never use clerical scrolls. They advance in spell-casting ability until 20th level.



Paladins must be of lawful good alignment, and they will not knowingly adventure with any evil characters. They must have ability scores of at least 9 in intelligence and wisdom, at least 12 in strength, at least 13 in wisdom, and at least 17 in charisma. The prime requisites for paladins are strength and wisdom.

Rangers are a type of fighter, and can fight with any armor or weapons. They do additional damage when fighting giant-class creatures, but must be of good alignment and have ability scores of at least 13 in strength and intelligence, and at least 14 in wisdom and constitution. Rangers can use druid spells when they reach 8th level, and magic-user spells when they reach 9th level. Their spell-casting ability advances until 17th level. The prime requisites for rangers are strength, intelligence and wisdom.

Magic-Users have powerful spells, but can use no armor and few weapons. They can only memorize those spells available in their personal spell books. Magic-users may add entries to their spell books whenever they go up in level or find scrolls with spells of levels that they are able to scribe. The prime requisite for magic-users is intelligence.

Thieves have special skills for opening locks and removing traps, but are limited to leather armor. In combat they do additional damage 'back stabbing,' which is described in the Combat section. Starting at 10th level, thieves can decipher some magical writing and have a chance of casting spells from magic-user scrolls. The prime requisite for thieves is dexterity.

Multi-class characters are non-humans who belong to two or more classes at the same time. Multi-class characters' experi-

ence points are divided among each of the classes, even after they can no longer advance in one or more of those classes. Their hit points per level are averaged among their classes. Multi-class characters gain all the benefits of all their classes with regard to weapons and equipment.

Dual-class characters are humans who had one class for the first part of their career, and then changed to a new class for the remainder. These characters use the HUMAN CHANGE CLASS option on the Training Hall menu to pick a new class. Once a character changes classes, he cannot advance in his old class. Dual-class characters do not gain hit points and cannot use the abilities of the old class while their new class level is less than or equal to the old class level. Once the character's level in his new class is greater than his level in his old class, he gains hit points according to his new class and may use abilities from both classes. Human dual-class magic-users cannot cast magic-user spells while they are wearing armor, unless they are a ranger/magic-user dual-class.

Alignment

Alignment is the philosophy a character lives by and can affect how NPCs and some magic items react to a character. The possibilities range from believing strongly in society and altruism (lawful good) to being anarchistic and actively unpleasant (chaotic evil). Alignment is presented in two parts: World View and Ethics.

World View

Lawful indicates that the character values the structure and rules of society.

Neutral indicates that the character values both the individual and society.

Chaotic indicates that the character values the individual over society.

Ethics

Good indicates that the character tries to act in a moral and upstanding manner.

Neutral indicates that the character leans towards "situational ethics," evaluating each set of circumstances.

Evil indicates that the character acts without regard to others, or in an overtly malignant manner.

Other Attributes

Each character also has three important values that change as the game goes on: Hit Points, Experience Points and Levels.

Hit Points are a measure of the amount of damage a character can take before he goes unconscious. A character's maximum hit points are based on the hit dice for the character's class and level, plus any adjustments for constitution. A character gains a hit point bonus to each hit die if his constitution is over 14.

Note:

Dice (d) is the term used to describe the range for a randomly generated number. Dice are referred to by the range they represent. A d6 has a range from 1 through 6, a d10 has a range from 1 through 10. **Hit dice** refers to the base range of hit points a character class may have. For example, a 3rd level fighter has a base of 3 d10 hit dice, or 3-30 hit points.

When a character takes enough damage that his hit points reach 0, he is uncon-

scious. If the character's hit points drop to anything from -1 to -9, he will lose 1 hit point per turn from bleeding until he is bandaged or dies. If a character has -10 hit points or less, he is dead. Hit points on the screen will never be displayed as less than 0.

Experience Points are a measure of what a character has learned while adventuring. Characters receive experience points for actions such as fighting monsters, finding treasures and successfully completing quests. The computer keeps track of experience, and when characters earn enough, they may advance in levels. See the Level Advancement Tables beginning on page 56 for experience requirements.

New characters start the game with 1,500,001 EXP, which puts most single-class characters at about 14th level.

Levels are a measure of how much a character has advanced in his class. When they have enough experience points, characters may go to a training hall and receive the training required to increase in level. Characters may only advance one level at a time. If a character has gained enough experience to go up two or more levels since the last time he has trained, he will go up one level, and lose all experience in excess of one point below the next level.

Example:

An 9th level thief enters a training hall with 375,000 experience points (enough for 11th level). He will leave as a 10th level thief with 220,000 experience points — one point below 11th level. Characters cannot train for new levels once they have reached their maximum levels allowed in **POOLS OF DARKNESS**.

Building a Successful Party

Forming a strong and adaptable party is a key to success in Pools of Darkness. Up to six Player Characters (PCs) may be in a party — a party with fewer is less powerful and more likely to be eliminated by opponents.

Include a variety of classes in a party to get a good mix of skills. Here is one sample party:

Sample Party

- 1 Human Magic-user
- 1 Human Paladin
- 1 Dwarf Fighter/Thief
- 1 Human Ranger
- 2 Human Clerics

This party is balanced for combat, and will advance quickly because most characters are single class. The magic-user can cast offensive spells and use wands. The paladin has the benefit of Protection from Evil in a 10' radius. All characters in range of the effect get an AC improvement of two against evil foes. The dwarf fighter/thief offers the advantages of a thief (lockpicking and disarming traps) with the better armor and hit points of a fighter. Rangers do extra damage against giant-type creatures and gain spellcasting ability. Clerics are absolutely essential for their healing spells.

Preparation Tips

Once the party has been banded together, encamp at an inn, ready your equipment, and have all spellcasters memorize spells. Finally, save the game before continuing.

COMBAT

Adventurers must battle their way through many dangerous foes to complete the adventure. The following sections offer some more information and tips for combat.

Combat Map

Battle takes place on a tactical combat map that is a detailed view of the terrain that the party was in when the combat began. This map is set up with an invisible square grid.

Initiative

Each round of combat is divided into 10 segments, and every character and foe acts on a specific segment based on a random Initiative number. Initiative is generated at the start of each combat round, and is modified by dexterity and random factors such as surprise. Characters can act on their initiative segment, or use the DELAY command to hold action until the end of the round. Casting spells may take extra time to perform, so often a spellcaster will begin a spell on his segment, but it will not go off until a little later.

Computer Control

In combat you control the actions of PCs. The computer controls the actions of monsters, NPCs and PCs set to computer control with the QUICK command.

Combat Ability

Each character's ability in combat is defined by AC, THACØ and Damage.

AC

A character's or monster's difficulty to be hit is represented by armor class (AC).

The lower the AC, the harder the target is to hit. AC is based on readied armor and a dexterity bonus. Some magic items, such as some bracers, also help improve AC.

THACØ

The ability to hit enemies in melee or with missile fire is represented by THACØ. THACØ stands for To Hit Armor Class Ø. This is the number a character must 'roll' equal to or greater than to do damage on a target with an AC of 0. The lower the THACØ, the better the chance to hit the target.

Note:

The generation of a random number is often referred to as a 'roll'. In determining the success of an attack, the number generated is from 1 through 20.

An attack is successful if the random number is greater than or equal to the attacker's THACØ minus the target's AC. THACØ may be modified by things like range, attacking from the rear, magic weapons, and magic spells.

Example:

A fighter with a THACØ of 5 attacking a monster with an AC of 3 would need to roll $(\text{THACØ } 5) - (\text{AC } 3) = 2+$

But to hit a monster with an AC of -2 he would need to roll $(\text{THACØ } 5) - (\text{AC } -2) = 7+$

Damage

Damage is the range of hit points loss the attacker inflicts and is based on the attacker's strength, weapon type and any magic bonuses the weapon has. The base dam-

age for each weapon is summarized in the Weapons Table on page 50.

Some monsters take only partial or no damage from certain weapon types. Skeletons, for example, take only half damage from sharp or edged weapons, while some other monsters only take damage from magical weapons.

Attacking

There are two basic types of attack: Melee and Ranged (or Missile). The following describes each type and other rules governing combat.

Melee Combat

Melee combat is face-to-face fighting with weapons such as swords and maces. Only when using melee weapons can characters receive strength bonuses. Fighters can sometimes overpower several small foes during melee combat, and thieves have opportunities to back stab.

Ranged Combat

Ranged combat is firing at distant enemies with weapons such as bows or darts. A character with a missile weapon (bow, sling, etc.) may not attack when adjacent to an enemy. Two arrows or three darts can be fired per turn.

Multiple Attacks (Sweeping)

When fighting small creatures, fighter-types may 'sweep' through several weak opponents in one combat round. When a character sweeps, he automatically attacks all of the available weak opponents.

Back Stabbing

A thief back stabs if he attacks a target from exactly opposite the first character to attack



the target. The thief may not back stab if he has readied armor heavier than leather. A back stab has a better chance of hitting the defender and does additional damage.

Saving Throws

Attacks such as poison or spells do not automatically have their full effect on a target. Victims may get a Saving Throw to avoid some or all of the effect. If the saving throw is successful, generally the target suffers either no effect or only half-damage. Saving throws improve as characters gain levels.

Note:

Some monsters have natural magic resistance which decreases the chance of them being affected by spells.

Combat Movement

The number of squares a character can move is affected by carried weight, character strength and the kind of readied armor. A character's movement range is displayed on the View Screen and during the character's segment in combat. Combat movement is important for both closing quickly with opponents (and stopping misfire) and fleeing from battles that are too tough.

Running Away

A character may flee from the battlefield if he moves faster than all enemies, but not if he moves slower than any enemies. A character has a 50% chance to move off the battlefield if he moves as fast as the fastest foe. Exception: if a character can reach the edge of the combat map without any of his opponents being able to see him, he may then flee successfully even though he is slower than his opponents.

Returning to the Party

A character that moves off the battlefield returns to the party after the fight is over. If all active characters flee combat, any dead or unconscious characters are lost. Characters that flee a combat receive no experience points for the battle.

Combat Strategies

To succeed in combat, a skilled player deploys his party well, casts effective spells before and during combat, maneuvers his characters into advantageous positions, and attacks using his most powerful characters and weapons.

Deploying the Party

When a battle begins, your party is automatically positioned based on the order list of the characters. Characters near the top of the order will be in the front lines and vulnerable to attack. To change the starting deployment, change the party order from the Alter Menu while encamped. Shift the heavily armored fighters up the list and the vulnerable magic-users and thieves towards the bottom. Party order cannot be changed while in combat, although characters are free to move.

Your party may be placed in a bad position at the start of a battle. Get an idea of the situation, and move characters into better deployment. Sometimes the best strategy is offensive: charging with fighters to close ground and stop enemy magic and missile fire. Other times the best strategy is defensive: moving your characters to anchor their flanks on an obstacle such as a wall or tree. Setting up behind a doorway that your enemies have to move

through also makes for a very strong defensive position. Always keep magic-users and missile weapons safe behind the front line.

Wounded Characters

Characters who are seriously injured should be cured or moved out of the front lines if possible. Remember: if you move away from an adjacent enemy, he gets a free attack at your back and has an improved chance to hit.

Stopping Ranged Attacks

Missile weapons cannot be fired if there is an adjacent opponent. To stop enemy missile fire, move someone next to the opponent. If you want to fire missiles, keep away from the enemy.

Exploiting Enemies' Weaknesses

Exploit your opponents' weaknesses by directing attacks against helpless, wounded or isolated foes. Concentrate your attacks to eliminate one opponent rather than injure many (Exception: enemy spellcasters). A foe with one hit point remaining attacks as powerfully as an uninjured one.

If spellcasters are hit in a round, they lose any spells they are preparing to cast, and cannot cast for the remainder of that round. Try to keep enemy spellcasters under attack every round while protecting your own.

After Combat

If one or more characters survive on the battlefield at the end of combat, the bodies of unconscious or dead party members stay with the party. If the entire party flees from combat, all unconscious and dead party members are permanently lost. If all

the party members are slain, go back to your last Saved Game and try again from that point.

MAGIC

Magic is essential to the survival of the party. Magic-users cast many powerful offensive and defensive spells. Clerics cast healing spells to revive wounded characters as well as both defensive and offensive spells. A spell can exist in one of four forms: in a character's memory, in a character's spell book, on a scroll, or in a wand. Memorized spells are cast with the CAST command. Spells are memorized during rest while encamped. Spells in scrolls or wands are cast with the USE command.

Memorizing a spell takes 15 minutes of game time per spell level, plus a preparation period based on spell level:

Spell Level	1-2	3-4	5-6	7-8	9
Preparation Time	4 hrs	6 hrs	8 hrs	10 hrs	12 hrs

Example:

To memorize two 1st level spells, one 2nd level spell, and one 3rd level spell would take:

$(6 \text{ hours preparation}) + (2 * 15 \text{ min}) + (1 * 30 \text{ min}) + (1 * 45 \text{ min}) = 7 \text{ hours } 45 \text{ min}$

Magic-Users

When a magic-user trains for a new level, he selects a new spell to add to his spell book. A magic-user can also scribe spells from identified scrolls if he is of high enough level to cast them. A magic-user must cast a Read Magic spell or have a scroll identified in a shop before he can scribe (or cast) from it. The scroll disappears after it has been scribed or cast.

Clerics

Clerical magic requires no spell books. All clerical spells of the appropriate level are always available to a cleric, the character need only memorize them. Unlike magic-users, clerics can cast spells from scrolls without any preparation, although clerical scrolls also disappear after being cast.

Tips on Magic

Both clerics and magic-users may cast spells which assist the party in combat. Preparatory spells, such as Bless or Strength, cast just before a tough battle can protect or strengthen characters. Combat spells can be cast to damage foes during combat. Healing spells can be cast either during or after combat to revive wounded comrades.

Spells should be rememorized as soon as possible after they are used. This is most likely to happen after combat. When in camp, have your spellcasters memorize spells and select REST to allow them to imprint the spells for later use. Selecting REST without choosing new spells has the spellcasters rememorize the spells they have cast since last resting.

Note:

Before resting, it is a good idea to save your game — especially after tough combats. Also, keep at least two separate saved games at all times and alternate between them. This will allow you to go back to a save before that last, fatal battle or to try different strategies at key points.

MAGICAL TREASURES

As you travel about and encounter the monsters and puzzles that stand between you and finishing your various quests, you will find magical items to help you on your way. You can find magic items in a treasure by casting a Detect Magic spell using the DETECT command. To find out specifically what an item is, you must take it to a shop and have it identified.

Some magic items are in reality cursed and can do great harm. When a character readies a cursed item, a Remove Curse spell must be cast before the item can be dropped. Some magic items, such as wands or scrolls, may only be used by certain classes. Others may not work at all if certain other magic items are also in use. Here are descriptions of some items that you may find. Remember: Some items are very rare, and you may not find all of them in your adventure.

Wands generally cast a set number of a given spell (for example, 10 Fireballs or 15 Magic Missiles). Only experimentation or paying to have them identified will tell what a wand does. The USE command allows a character to cast spells with a readied wand.

Potions may heal wounded characters, cause them to become hastened or invisible, or cause any number of other effects. The USE command allows a character to drink a readied potion.

Scrolls carry either clerical or magic-user spells. A magic-user may use SCRIBE to permanently transfer a scroll into his spell book if the spell is of a level that he can memorize. Magic-users and clerics can both cast spells directly from scrolls with the USE command, even if they could not



otherwise memorize the spells. Scrolls disappear after they have been used or scribed. Magic-users must cast Read Magic, or have scrolls identified in a shop before scribing or casting from them. Also, thieves of 10th level or higher have a chance of casting spells from magic-user scrolls.

Enchanted Armor and Shields are created by skilled craftsmen and then enchanted with protective spells. The power of the magic on these items varies a great deal. Enchanted armor has the great advantage of offering improved protection with less encumbrance than the same type of mundane armor. To use these items, ready them from the Items Menu.

Enchanted weapons come in many sizes, shapes and potencies. Sometimes a weapon will add between one and five to your THACØ and damage. Some weapons may have other fantastic magical properties including extra bonuses against specific types of creatures. Once a magic weapon has been readied from the Items Menu, the character will have it for all combats.

Enchanted Adornments such as bracers, necklaces, periapts, and especially rings are favorite objects for magical enchantment. These items may have any number of magical properties. Some items will help your AC, others may fire Magic Missiles, or offer protection from fire-based attacks. Once one of these items has been readied from the Items Menu, a character automatically gains all of its effects. The exception to this rule is that certain magical necklaces require the USE command to work.

Enchanted Clothing can be such commonplace items as gauntlets or cloaks, but they are imbued with powerful enchantments. A wide variety of these items are known to exist. To use these items, READY them from the Items Menu.

CREATURES OF THE FORGOTTEN REALMS

The denizens of these regions are many and varied. Here is a list of monsters you may encounter in your adventures. Some of these creatures are extremely rare, and you may never cross paths with them all.

Banshee



These evil spirits' keening wail strikes fear into the hearts of men. They attack with a chilling touch.

Death Tyrant



These are a rare and dangerous form of undead beholder. They appear as sluggish, wounded beholders, but still possess some of their original magical powers.

Beholder



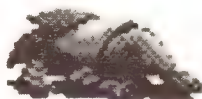
Also called *Eye Tyrants* or *Spheres of Many Eyes*, they are solitary horrors of great power. Each of the creatures' eyes has a unique magical power, and they are armored with tough chitinous skin.

Dracolich



These are powerful undead dragons whose attacks include a breath weapon and a paralyzing touch.

Bulette



Also called *landsharks*, these are the result of a mad mage's experiment. They are stupid, irascible and always hungry.

Dracolisk



These creatures are the hybrid offspring of rogue black dragons and basilisks. Dracolisks combine a dragon's breath attack with the petrifying gaze of a basilisk.

Carrion Crawler



These are giant, segmented creatures whose eight tentacles can attack once apiece each round. Carrion crawlers paralyze their victims and devour them.

Dragons

These are some of the most powerful and dangerous monsters a party can encounter. The older and larger a dragon, the more damage it can do and the harder it is to kill:



Black Dragon

These dragons attack by spitting streams of acid and slashing with razor sharp claws and fangs.



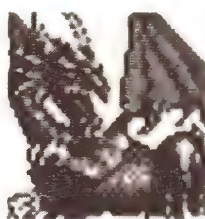
Blue Dragon

These dragons exhale lightning bolts and attack in melee with claws and fangs.



Green Dragon

These dragons attack with a poisonous breath and are notorious for their cruelty.



Red Dragon

These dragons are among the most feared of dragonkind. Their attack is a withering blast of fire.



White Dragon

These are one of the smaller dragon species and attack with freezing cold breath, fangs and claws.

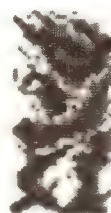
Elementals

These are strong, but relatively stupid beings conjured up from their normal habitat on the elemental planes. The strength of any type varies, and the characteristics of each are different:



Earth Elementals

These are powerful creatures who travel very slowly and can be summoned from earth or stone.



Fire Elemental

These elementals are terrible to behold and can be fierce opponents. They are immune to both magical and non-magical fire attacks.



Purple Worm

These are enormous carnivores that burrow straight through solid ground in search of small (adventurer-sized) morsels.

Giants

These species vary greatly in power and intelligence. The following are the types you are likely to encounter:



Cloud Giant

These giants are one of the most powerful races of giantkind. Some cloud giants can use magic.



Fire Giant

These giants are brutal and ruthless warriors who resemble huge dwarves and have flaming red or orange hair, and coal black skin. Some fire giants can use magic.



Rakshasa

These evil spirits ply victims with illusion and false civility, but in reality are cunning fighter/magic-users.



Salamander

These natives of the elemental plane of Fire are immune to all fire-based attacks. They are dangerous foes because of their evil nature and their immunity to all but magical weapons.



Umber Hulk

These subterranean carnivores burrow through the ground with powerful claws.

New Monsters

(The following creatures are appearing for the first time in an AD&D® computer fantasy role-playing game.)

Legend:

AC: Armor Class; **HD:** Hit Dice; **Mv:** Movement; **Int:** Intelligence; **Align:** Alignment (N = Neutral, CE = Chaotic Evil); **THACØ:** To hit Armor Class Ø; **Att:** Number of attacks; **MR:** Magic Resistance; **Dmg:** Damage; **Spec Att:** Special Attacks; **Spec Def:** Special Defenses; **XP:** Experience Points.



Bane Minion, Black

AC: 4 **HD:** 8 **Mv:** 15 **Int:** High **Size:** L
Align: CE **THACØ:** 13 **Att:** 3
Dmg: 1d4/1d4/1d6
Spec Att: Acid breath, magic
Spec Def: See below **XP:** 3000

Bane created three types of servants to serve his lieutenant, Gothmenes. The black minions can breath a stream of acid identical to a black dragon. They can see invisible objects and can cast the following spells once per day: cone of cold, hold monsters, ice storm, bestow curse, slow, and fumble. They are immune to fear, poison, death effects, and charm.



Bane Minion, Blue

AC: 2 HD: 10 Mv: 24 Int: High
Size: L Align: CE THACØ: 11 Att: 3
Dmg: 1d6/1d6/2d6 Spec Att: lightning breath,
lightning aura Spec Def: See below XP: 4000

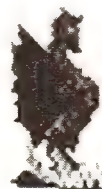
Like the black bane minions, these creatures were created by Bane to serve Gothmenes. They can breathe a lightning bolt identical to a blue dragon. They radiate electricity, so anyone who strikes them takes double the damage in return. Like black minions, they can see invisible objects and are immune to fear, poison, death effects, and charm.



Bane Minion, Red

AC: 0 HD: 12 Mv: 30 Int: High Size: L
Align: CE THACØ: 9 Att: 3
Dmg: 1d8/1d8/3d6
Spec Att: fire breath, flame touch
Spec Def: See below XP: 12000

Like the black minions, these creatures were created by Bane to serve Gothmenes. They can breathe fire like a red dragon. Each hit by a red minion will cause an additional 2d6 of fire damage due to the intense heat generated by their bodies. Like black minions, they can also see invisible objects and are immune to fear, poison, death effects, and charm.



Giant Cockatrice

AC: 3 HD: 10 Mv: 24 Int: Animal Size: L
Align: N THACØ: 11 Att: 1 Dmg: 1d6
Spec Att: petrification attack XP: 2000

These are rare mutated forms of the cockatrice. They stand eight feet tall and are even more fierce than the cockatrice. Due to their size, their diet consists of small mammals and large lizards. They are incredibly fast and, due to their petrification attack, extremely dangerous.



Greater Margoyale

AC: 0 HD: 12 Mv: 15 Int: Low Size: M
Align: CE THACØ: 9 Att: 4
Dmg: 1d10/1d10/2d8/2d8 Spec Def: immunity
to normal weapons XP: 6000

Greater margoyales are cousins of the margoyale. They both attack with two claws, horns and a bite, but greater margoyales are stronger and faster. They can be found in many of the same habitats as the margoyale.



Greater Otyugh

AC: 0 HD: 14 Mv: 6 Int: Average Size: L
Align: N THACØ: 7 Att: 3
Dmg: 2d10/2d10/1d6
Spec Def: immunity to disease XP: 10000

Mages in the Realms have found that otyughs provide excellent defense while disposing of useless offal. Since many mages are dissatisfied with what already

exists, some have improved on the otyugh. Except for their great size and strength, greater otyughs are identical to the otyugh.



Hill Giant, Shaman

AC: 3 **HD:** 10 **Mv:** 12 **Int:** Average
Size: L **Align:** CE **THACØ:** 11 **Att:** 1
Dmg: 2d8 **XP:** 2000

A few hill giant tribes have shamans who can cast spells as a fifth level cleric. In all other respects, they are identical to other hill giants.



Large Iron Golem

AC: 0 **HD:** 27 **Mv:** 9 **Int:** Non **Size:** L
Align: N **THACØ:** 5 **Att:** 2
Dmg: 4d10/4d10 **Spec Att:** poison breath
Spec Def: immunities **XP:** 27000

These are larger versions of the iron golem. They are four times the height of a normal man. Like the smaller iron golems, they are immune to all magic except electrical attacks (which slow them) and fire based attacks (which heal them), however, their enormous size and strength make them even more deadly than the iron golem. Only the most powerful mages can create these monstrosities.



Pet of Kalistes

AC: -1 **HD:** 13 **Mv:** 18 **Int:** High **Size:** L
Align: CE **THACØ:** 7 **Att:** 3 **MR:** 85%
Dmg: 2d8/2d6/2d6 **Spec Att:** poisonous bite, magic
Spec Def: blink, immunities **XP:** 14000

These are highly intelligent spiders created by the Marilith Kalistes. She uses them as guards and messengers. Their bite is so poisonous that a target must save versus poison at -2 or die. They can see invisible objects and can cast the following spells once per day: Death spell, Disintegrate, Feeblemind, Fire Touch, Fire Shield and Charm Monsters. They are immune to poison, death effects and charm.



Cryo Snake

AC: 5 **HD:** 4 **Mv:** 15 **Int:** Animal **Size:** L
Align: N **THACØ:** 17 **Att:** 1 **Dmg:** 1d3
Spec Att: cold breath
Spec Def: immunity to cold **XP:** 420

These fierce snakes prefer to inhabit glaciers and high peaks. Humans will rarely confront these beasts unless they move to higher elevations during exceptionally cold winters. Their breath is identical to that of a white dragon.



Pyro Snake

AC: 5 **HD:** 4 **Mv:** 15 **Int:** Animal **Size:** L
Align: N **THACØ:** 17 **Att:** 1 **Dmg:** 1d3
Spec Att: fire breath
Spec Def: immunity to fire **XP:** 420

This breed of snakes prefers to live in desolate deserts or inside volcanoes. There

they form loose family associations. Dealing rarely with humans, they consider people to be another form of prey. Their breath is identical to that of a red dragon.

Electric Spider



AC: 4 HD: 5 Mv: 12 Int: Low Size: L
Align: CE THACØ: 15 Att: 1 Dmg: 2d4
Spec Att: lightning breath
Spec Def: immunity to electricity XP: 650

Electric spiders can be found throughout Kalistes' dimension. They can breathe a lightning bolt similar to that of a blue dragon's. They favor narrow confines where they can bounce their bolt through a victim several times.

Enormous Spider



AC: 1 HD: 9 Mv: 15 Int: Average Size: L
Align: CE THACØ: 11 Att: 1 Dmg: 2d8
Spec Att: poisonous bite XP: 2000

Some spiders in Kalistes' dimension grow very large and have great cunning. Anyone bitten must save versus poison or die.

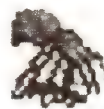
Gaze Spider



AC: 4 HD: 5 Mv: 12 Int: Low Size: L
Align: CE THACØ: 15 Att: 1 Dmg: 2d4
Spec Att: paralyzation gaze XP: 420

A common denizen of Kalistes' dimension are the fierce gaze spiders. Any creature who meets their gaze must save versus paralyzation or become paralyzed. Mirrors and other reflective surfaces can be used to turn their gazes against them.

Stone Spider



AC: 4 HD: 5 Mv: 12 Int: Low Size: L
Align: CE THACØ: 15 Att: 1 Dmg: 2d4
Spec Att: petrification attack XP: 650

Stone spiders are one of the common spiders that exist in the Kalistes' dimension. As large as a Huge spider, these magical arachnids turn their prey into stone and bring the stoned creatures to their lair for later feeding.

Walking Trees



AC: 0 HD: 12 Mv: 6 Int: Non Size: L
Align: N THACØ: 9 Att: 2
Dmg: 4d6/4d6
Spec Def: immunity to confusion XP: 7000

The powers of Moander allow its followers to animate some plants. When the Cult of Moander joined with the wizard Marcus and the glabrezu Taleton, this power was extended to many of the trees of the Elven Court. The trees are unintelligent and mindlessly obey the orders of the cult. They strike with two large limbs.

SPELL DESCRIPTIONS

First Level Cleric Spells

Bless improves the THACØ of friendly characters by 1. Bless cannot affect characters who are adjacent to monsters when the spell is cast, and the spell is not cumulative. This is a good spell to cast before going into combat.

Curse reduces the THACØ of targets by 1. The target cannot be adjacent to a party character or NPC, and effects are not cumulative.

Cause Light Wounds inflicts 1-8 hit points of damage on a target.

Cure Light Wounds heals 1-8 hit points, up to the target's normal maximum hit points.

Detect Magic indicates which equipment or treasure items are magical. After casting the spell, view a character's items or take treasure items, and equipment or treasure preceded by an '*' is magical.

Protection from Evil improves the AC and saving throws of the target by 2 against attackers of evil alignment. The effects of the spell are not cumulative.

Protection from Good improves the AC and saving throws of the target by 2 against attackers of good alignment. The effects of the spell are not cumulative.

Resist Cold halves damage from cold attacks and improves saving throws vs. cold attacks by 3.

Second Level Cleric Spells

Find Traps indicates the presence of traps in the party's path.

Hold Person may paralyze targets of character types (human, dwarf, etc.). You may aim a Hold Person spell at up to 3 targets (use the EXIT command to target fewer).

Resist Fire halves damage from fire attacks and improves saving throws vs. fire attacks by 3.

Silence 15' Radius magically dampens all sound in the area around the target. The target character or monster, and all adjacent, cannot cast spells for the duration of the spell.

Slow Poison revives a poisoned person for the duration of the spell.

Snake Charm paralyzes as many hit points of snakes as the cleric has hit points.

Spiritual Hammer creates a temporary magic hammer that is automatically readied. It can be thrown and does normal hammer damage. Spiritual Hammers can hit monsters that may only be struck by magic weapons.

Third Level Cleric Spells

Bestow Curse reduces the target's THACØ and saving throws by 4.

Cause Blindness will blind one target. This can only be cured by a Cure Blindness spell.

Cure Blindness counters the effects of Cause Blindness.

Cause Disease infects the target with a debilitating ailment that saps strength and hit points.

Cure Disease removes the effects of disease caused by some monsters or Cause Disease spells.



Dispel Magic removes the effects of spells that do not have specific counter spells. This is the cure spell for any characters that have been held, slowed or made nauseous.

Prayer improves the THACØ and saving throws of friendly characters by 1 and reduces the THACØ and saving throws of monsters by 1. This is a good spell to cast before going into combat, but it is not cumulative.

Remove Curse removes the effects of Bestow Curse spell and allows the target to unready cursed magic items.

Fourth Level Cleric Spells

Cause Serious Wounds inflicts 3-17 hit points of damage on a target.

Cure Serious Wounds heals 3-17 hit points, up to the target's normal maximum hit points.

Neutralize Poison revives a poisoned person.

Poison causes the target to save versus poison or die.

Protection from Evil 10' Radius can be cast on a character or a monster and improves the AC and saving throws of the target and all adjacent friendly characters by 2 against evil attackers. The effects of this spell are not cumulative.

Sticks to Snakes causes a distracting mass of snakes to torment the target. The snakes will make movement and spell casting impossible for the duration of the spell.

Fifth Level Cleric Spells

Cause Critical Wounds inflicts 6-27 hit points of damage on a target.

Cure Critical Wounds heals 6-27 hit points of damage, up to a target's normal maximum hit points.

Dispel Evil improves the target's AC by 7 versus summoned evil creatures for the duration of the spell, or until the target hits a summoned creature. The creature must make a saving throw when it is hit or be dispelled.

Flame Strike allows the cleric to call a column of fire down from the heavens onto a target. The spells does 6-48 points of damage to any target that fails its saving throw.

Raise Dead can bring back to life one non-elf character. The chances for success are based on the character's constitution and how long the character has been dead. The raised character will have 1 hit point and will lose 1 point of constitution.

Slay Living is a reversal of the Raise Dead Spell and will kill one target. If the target makes its saving throw, then it suffers 3-17 hit points of damage.

Sixth Level Cleric Spells

Blade Barrier creates a whirling circle of razor sharp blades. Any who enter the circle suffer 8-64 points of damage.

Harm inflicts terrible damage on any living creature — leaving only 1-4 hit points.

Heal cures all diseases, blindness, feeble-mindedness, and all except 1-4 of a character's full hit points.

Seventh Level Cleric Spells

Destruction causes the target of the spell to die instantly without a saving throw. Creatures with magic resistance may not be affected.

Energy Drain steals life energy away from the target. This is similar to the attack of undead creatures such as wights.

Resurrection is similar to Raise Dead, except that it also restores all hit points.

Restoration returns life energy stolen by Energy Drain spells or the attacks of such undead as wights.

First Level Druid Spells

Detect Magic indicates which equipment or treasure items are magical. After casting the spell, View a character's items or Take treasure items, and equipment or treasure preceded by an '*' is magical.

Entangle causes plants to grow and entwine around the feet of any creature in the area of effect. Be careful not to catch allies in the spell area.

Faerie Fire rings a targeted creature in magical light. This spell will outline otherwise invisible targets and give a +2 THACØ bonus to anyone attacking an affected creature.

Invisibility to Animals will make the target invisible to non-magical, low or non-intelligent animals. This spell does not offer protection against intelligent opponents or magical creatures.

Second Level Druid Spells

Barkskin causes the target's skin to become tougher and harder to damage. The tough skin improves AC by 1. This is a good spell to cast before combat.

Charm Person or Mammal changes the target's allegiance in combat so that an opponent will fight for the caster's side. It affects character types (human, dwarf, etc.) and other mammals.

Cure Light Wounds heals 1-8 hit points, up to the target's normal maximum hit points.

Third Level Druid Spells

Cure Disease removes the effects of diseases caused by some monsters or Cause Disease spells.

Hold Animal is similar to the cleric spell Hold Person, except that only normal and giant-sized animals are affected. This spell will not affect other monsters or NPCs.

Neutralize Poison revives a poisoned person.

Protection from Fire has different effects depending on the recipient. If cast on the druid, the spell absorbs 12 hit points times the caster's level in fire damage. The spell dissipates when the damage limit is reached. If cast on another character, the spell is identical to the clerical Resist Fire spell.

First Level Magic-User Spells

Burning Hands causes 1 hit point of fire damage per level of the caster. There is no saving throw.

Charm Person changes the target's allegiance in combat so that an opponent will fight for the caster's side. It only affects character types (human, dwarf, etc.).

Detect Magic indicates which equipment or treasure items are magical. After casting the spell, View a character's items or take treasure items, and equipment or treasure preceded by an "*" is magical.

Enlarge makes the target larger and stronger. The higher the caster's level, the greater the spell's effect.

Friends raises the caster's charisma by 2-8 points. It is best cast just before dealing with NPCs.

Magic Missile does 2-5 hit points per missile with no saving throw. A magic-user throws 1 missile for every 2 levels (1 at levels 1-2, 2 at levels 3-4, etc.) This spell damages any single target within its range unless the target is magic resistant or has magical protection such as a Shield spell. This spell casts instantaneously.

Protection from Evil improves the AC and saving throws of the target by 2 against attackers of evil alignment.

Read Magic allows a magic-user to ready a scroll and read it. This is identical to having a scroll identified in a shop. After casting Read Magic, a magic-user may cast any scroll spells or scribe them, if they are appropriate for his level.

Shield negates enemy Magic Missile spells, improves the magic-user's saving throw, and may increase his AC.

Shocking Grasp does 1-8 hit points of electrical damage +1 hit point per level of caster.

Sleep puts 1-16 targets (depending on the size of the targets) to sleep with no saving throw. For example, up to sixteen 1 hit-die targets can be affected, while only one 4 hit-die target can be affected. Targets of 5 or more hit-dice are unaffected.

Second Level Magic-User Spells

Detect Invisibility allows the target to spot invisible creatures.

Invisibility makes the target invisible. The THACØ of melee attacks against invisible targets is reduced by 4, and it is impossible to aim ranged attacks at them. Invisibility is dispelled when the target attacks or casts a spell.

Knock opens locks. The spell will affect both magically and non-magically locked doors, chests, etc.

Mirror Image creates 1-4 illusionary duplicates of the magic-user to draw off attacks. A duplicate disappears when it is attacked.

Ray of Enfeeblement reduces the target's strength by 25% + 2% per level of the caster.

Stinking Cloud paralyzes those in its area of effect for 2-5 rounds. If the target saves, it is not paralyzed but is nauseous and has its AC reduced for 2 rounds.

Strength raises the target's strength by 1-8 points depending on the class of the target.

Third Level Magic-User Spells

Blink protects the magic-user. The magic-user 'blinks out' after he acts each round. Although the magic-user may be physically attacked before he acts each round, he may not be attacked after.

Dispel Magic removes the effects of spells that do not have specific counter spells. This is a recuperation spell for any characters that have been held, slowed or made nauseous.

Fireball is a magical explosion that does 1-6 hit points of damage per level of the caster to all targets within its area. If the target makes its saving throw, damage is halved. Fireball is a slow-casting spell, and the spell's power demands that you target carefully. Use the CENTER command to determine who will be in the area of effect — indoors the three squares in each corner will not be affected by the blast if the spell is targeted in the center of the screen. Out of doors, the blast area is slightly smaller.

Haste doubles the target's movement and number of melee attacks per round. Haste has a short duration, so you should wait until a fight is imminent to cast it. Warning: characters age one year each time a haste spell is cast on them.

Hold Person may paralyze targets of character types (human, dwarf, etc.). You may aim a hold person spell at up to 4 targets (use the EXIT command to target fewer).

Invisibility, 10' Radius makes all targets adjacent to the caster invisible. The THACØ of melee attacks against invisible targets is reduced by 4, and it is impossible to aim ranged attacks at them. Use

this spell to set up a battle line while your enemies seek you out. Characters lose invisibility if they do anything but move. Remember: some monsters can see invisible creatures.

Lightning Bolt is a magical electrical attack that does 1-6 hit points of damage per level of the caster to each target along its path. Damage is halved if the targets make their saving throw. A lightning bolt is 8 squares long in a line away from the caster. For best results, send the bolt down a row of opponents. Lightning bolts also reflect off walls back toward the spellcaster. Targets adjacent or close to a wall may be hit twice by the same bolt.

Protection from Evil, 10' Radius protects the target and all characters adjacent to the target. The spell improves the AC and saving throws of those it protects by 2 against attackers of evil alignment.

Protection from Good, 10' Radius protects the target and all characters adjacent to the target. The spell improves the AC and saving throws of those it protects by 2 against attackers of good alignment.

Protection from Normal Missiles makes the target immune to non-magical missiles.

Slow affects 1 target per level of caster and halves the target's movement and number of melee attacks per round. Slow can be used to negate a Haste spell and only affects the side opposing the spellcaster.

Fourth Level Magic-user Spells.

Charm Monster changes the target's allegiance in combat so it will fight on the side of the magic-user. The spell will work on most living creatures. The spell affects 2-8 one hit-die targets, 1-4 two hit-die targets, 1-2 three hit-die targets, or 1 target of four or more hit dice.

Confusion affects 2-16 targets, causing them to make a saving throw each round or stand confused, become enraged, flee in terror, or go berserk. Confusion is most effective when used against a large number of enemies.

Dimension Door allows the magic-user to teleport himself to another point on the battlefield within his line of sight and the range of the spell. Magic-users can use it for quick escapes. Fighter/magic-users can use the "Door" to reach enemy spellcasters or ranged weapons.

Fear causes all within its area to flee in terror if they fail their saving throws.

Fire Shield protects the magic-user so that any creature who hits the caster in melee does normal damage, but takes twice that damage in return. The shield may be attuned to heat attacks or cold attacks. The magic-user takes half damage (no damage if he makes his saving throw) and has his saving throw from the opposite type of attack improved by 2. He takes double damage from the type of attack the shield is attuned to.

Fumble causes the target to become clumsy and unable to move or attack. If the target makes his saving throw, his attacks and movement are halved.

Ice Storm does 3-30 hit points to all targets within its area. There is no saving throw. This spell will even inflict full damage on opponents protected by Resist Cold.

Minor Globe of Invulnerability protects the caster from incoming first, second or third-level spells. The Globe is very effective when used in combination with Fire Shield.

Remove Curse removes the effects of a Bestow Curse spell and allows the target to unready cursed magic items.

Fifth Level Magic-user Spells

Cloud Kill is similar to the Stinking Cloud spell, except that its area of effect is larger and it will kill weaker monsters. More powerful monsters may be immune to the spell.

Cone of Cold unleashes a withering cone shaped blast of cold. The spell's range and damage increases with the caster's level.

Feeblemind causes targets who fail their saving throw to drop dramatically in intelligence and wisdom and become unable to cast spells. A Heal spell must be cast on the victim to recover from the effect.

Hold Monster is similar to Hold Person, except that it will affect a wider variety of creatures.

Sixth Level Magic-user Spells

Death Spell kills opponents instantly and irrevocably. The spell will slay a greater number of weak opponents than strong.

Disintegrate destroys one target. Some creatures with an innate magic resistance may avoid the effects of the spell, however, most must make a saving throw to survive.

Flesh to Stone causes the target to make a saving throw or be turned into stone.

Globe of Invulnerability protects against 1st through 4th level spells.

Stone to Flesh counters the effects of such magical creatures as a cockatrice or medusa. When this spell is cast on a character, there is a possibility that the character will not survive the shock of being restored to flesh. System shock survival is based on a character's constitution.

Seventh Level Magic-user Spells

Delayed Blast Fireball is a more powerful version of the third level spell and will go through a Minor *Globe of Invulnerability*.

Mass Invisibility is identical to the *Invisibility* spell, except that it will effect several targets at once. This can be a valuable spell to cast before a known encounter.

Power Word, Stun will cause one creature to be stunned and unable to think or act effectively. The weaker the target, the longer it will be stunned.

Eighth Level Magic-User Spells

Mass Charm is similar to the fourth-level spell, except that it affects a much larger number of targets.

Mind Blank is a powerful protective spell that defends the recipient from all spells that attack a character's will, such as *Charm* or *Feeblemind*.

Otto's Irresistible Dance is an enchantment that cause the target to be irresistibly compelled to dance a wild and frenzied jig. The target's AC is reduced by 4 and it will fail all saving throws against magic.

Power Word, Blind will strike a target instantly blind.

Ninth Level Magic-User Spells

Meteor Swarm is a very powerful and spectacular spell, similar to a *Fireball*. When cast, four magical spheres fly from the caster's hand towards the target. Anything in the spell's path receives 10-40 hit points of damage.

Monster Summoning calls forth one or two powerful creatures to fight on the side of the spell magic-user. The creatures disappear after the battle.

Power Word, Kill will instantly slay one or more creatures within the spell's range. The spell will affect approximately 120 hit points worth of targets.

JOURNAL ENTRIES

JOURNAL ENTRY 1

WHISPER HEARD FROM BEHIND

"Don't go through those magical gates that are showing up around the Realm. They steal your strength. Too many times through and you'll not be able to lift your finger, much less a sword."

JOURNAL ENTRY 2

THE SCRYING ROOM

The temptation is powerful, the flat, smooth surface of the mirror seductive in its plainness. Slowly, slowly, color blooms in the depths. A face emerges from the depths, so clear and close...

"Those foolish drow! How they could have botched matters to this extent — mortals loose in my Web Land!"

She uncoils an impossible ebony length of smooth, gleaming body. Scales wink like gems. She slithers past a corpse on the floor — unlucky messenger — and comes around to the side of her chair. A quick press of fingers against the arm, and a drawer pops open. She takes a key on a fine silver chain and loops it around her neck.

"I'm going down to the Treasure Room. I am not to be disturbed for any reason. Leave the spare key where it is, or you'll end up —" a contemptuous nod toward the body — "like him."

The Mirror darkens and the slave nods. "That's it then. Find the key, go down to the Treasure Room, and kill her!" He looks odd, fidgety. Finally, he bursts out, "And die! She knows you're here, so go down through the kitchen to the larder. That's best."

JOURNAL ENTRY 3

ELMINSTER'S LIMBO LECTURE

"As ye know, I have opened this path for ye so that when ye travel through the pools, Bane will not sense thy presence. But this does have its disadvantages.

"For one, I have found that when magical objects travel from here to the outer dimensions, they do not usually survive the passage. The chaotic winds of limbo corrupt that which is magic and only the strongest of magics can survive the passage without perishing.

"I will hold thy items here until ye return to the Realms."

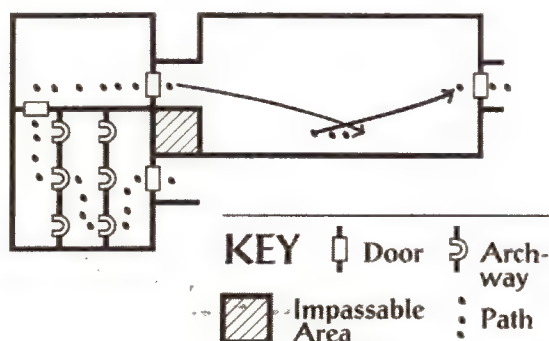
JOURNAL ENTRY 4

THE VESSEL OF MOANDER

The temple's altar is a great bowl of stone suspended in the air alongside the tower. It currently overflows with a sickly green fluid — the lifejuice of Moander. Spouts and gutters around the bowl catch some of the oily ichor and funnel it down to the tower's dark fountains. The rest spills out into the air, and settles as a foul haze upon the Elven Court far below. The vessel seems to be moving slightly, but then you realize that it is fixed in the air. It is the tower which sways in the chill breeze.

JOURNAL ENTRY 5

PRIEST'S MAP



Standing against the wall are three more arches, but instead of the green mist, these are filled with visions of home: the first shows a forest at night, with tree trunks like dark towers against an even deeper black. The impression of a faint, clean, cool breeze washes through the room.

The second doorway shows a small village — or what is left of one. A few cottages still stand, but many are burned-out ruins. Once again, night reigns.

The third door shows moonlight playing on waves. An ocean shore. The water still looks clean, untainted by evil. For now.

But Kalistes is pointing to them. A voice seems to ring through the room. "I want those lands. I want them. Get them for me, my children. Get them for me."

JOURNAL ENTRY 8

THE WOMAN SPEAKS

"I am Shal, a fighting-wizard of New Phlan. Did you know our city is held here, buried under the black tower? Marcus hopes to subjugate it, but we resist! During one of his sorties I was captured and taken up the Tower, where I have seen ghastly sights! Bane clerics are dismembering the vast corpus of the forgotten god Moander. They use its power to make trees walk, and to animate pieces of the dormant god.

JOURNAL ENTRY 6

TAVERN TALE

"The man, if man he be, came with eyes aflame. Red as the sword he carried, he cut through our village and left not a soul alive. I saw him riding away after he'd done his work. I was ahunting and so spared, but what now? I've got me no home, no family. All I've now is a vow, and my bow to carry it through. I'm for the Dragonspine Mountains now. A sorceress told me I'd find his hole there.

"What he wanted? I haven't a notion. We've had peace for so long, and now the evil has descended twicfold."

JOURNAL ENTRY 7

THE GATEWAY INTO DARKNESS

Power thrums through the room. Power crackles in the air, making hair stir, making skin tingle.

A giant statue of Kalistes herself dominates the center portion. She is huge, commanding, her tail coiled beneath her, her skin gleaming like jet. Three of her hands brace an open arch, inside of which swirls a sickly green mist. Her other arms point toward the far end of the room.



"I have long studied the Cult of Moander. So they tried to convince me to help them, but I resisted. They, ah, robbed me of my magic and imprisoned me here. Friends, we must go up the tower and stop the foul works that will soon march against helpless Phlan. Take me to face Marcus, and he will fall!"

JOURNAL ENTRY 9

TROLL TOSS TAVERN

"Ways back, a group of trolls and ogres used this building to toss sacks of grain around. If a body happened by, they'd toss em' about as well. Them's came to be killed, of course, by heroes such as yerself, but we hire on some ettins to keep the tradition going. It's a lively sport, though a mite dangerous."

JOURNAL ENTRY 10

THE CHESS BOARD OF MARCUS

You shudder at the host of dark knights, evil bishops, twisted mages and myriads of grotesque pawns that radiate out from the Elven Court, touching Mulmaster, Zhentil Keep and Myth Drannor. Tall in the center is the graven image of Marcus, dressed as a Banite cleric. And beside him, a proud mage queen — who looks amazingly like Shal!

JOURNAL ENTRY 11

TORN PAGES FROM A BOOK OF RELIGIOUS RITUALS

After praying, one must touch the essence of the air by inhaling the heady vapors of the rare incense, taliesen. This allows contact with the first elemental plane — Air.

The Plane of Water is then contacted by drinking of the waters consecrated to Tyr himself. Earth and Fire come late in the Tests of Torm and Ilmater. The Vessel of Purity and the Spirit Flame are guarded by eternal guardians. Take the items of Earth and Air to light the Lamp of Vigilance. The Lamp shall make a bright and good place in the world even when all else is dark.

JOURNAL ENTRY 12

FIRE GIANT MAGE THANKS YOU

"I must thank you for eliminating that simpering fool of a hill giant. It is unfortunate that the steading can no longer recruit troops, but my army is already sufficient to control all of the lands north of Moonsea.

"Thanks to you, my power is now assured. Even Thorne's dragons will acknowledge my power.

"However, your usefulness is at an end. Take this reward and leave. If you go any further into my cave, you will be dealt with harshly."

JOURNAL ENTRY 14

LOCASTE'S ARRIVAL — CONTINUED

Locaste gives a great cry, and the party halts before what appears to be an unbroken wall of tightly-packed gossamer. It shimmers in the pale light. Locaste's mount rises up on its rear four legs and waves the others, both drow and spider, about, its face a mask of fear. Locaste drives it down with a word. Even from a distance, her jaw appears set, and her eyes burn fiercely. She waves back her escort, many of whom take the opportunity to



simply turn around and ride away. She holds up both hands, palms out, and waits.

After a breathless eternity, the gossamer wall erupts. Spiders of all shapes and sizes squeeze their way through, or leap off the top, or pop up through trap doors and scuttle toward her. Her escort turns and runs, but Locaste waits. Two Pets appear among the spiders and approach Locaste in a slow, almost stately sidelong march, tossing aside the unlucky spiders that get in their way.

They stop in front of Locaste. They sway back and forth, legs waving about, thousands of eyes glittering, then they turn and disappear back into the wall. Locaste clenches her raised hands into fists and screams as the rest of the spiders continue their advance.

JOURNAL ENTRY 15

ELMINSTER'S EXPLANATION

"Ye I have chosen as the mightiest heroes of these regions to lend me aid 'gainst Black Lord Bane. I was fortunate to learn of Bane's plotting by way of my art. This time he means to do more than his usual meddling — he seeks total dominion over the very dirt of the realm. He has plotted well, and darkness now reigns over Moonsea and the plains of Thar. This is great evil, forsooth, but I fear that if he is not stopped here, he will spread across the land as forcefully as the tide rises over the shore.

"We are now in the plane of limbo, astral source of absolute chaos...and so too is Bane! I followed him here with aims of his undoing, but well is he hidden in the shifting madness. Somewhere he has made a crossroad between the dimensions for the use of his allies. This too, I can do

for ye. The way between pools lies now through limbo. When you enter the pools, I will use my power to enable thy passage. But know that only my presence here makes this possible. If I were to leave this place, or perish, the path would be closed, and Bane would rule here, as well as over Moonsea. Such is my limit, but I will aid ye as I can.

"I now send ye back to the darkened plains. Find the servants of Bane, for they are his hands. Destroy them! But beware, for they are great powers. Help those who ye may — allies can but further us. Go now, and may thy skill prevail!"

JOURNAL ENTRY 16

THE WATCHER'S STORY

"What am I doing here? I am the Watcher, here by decree of the Council of Elves! With me rests the supreme responsibility of keeping Moander forever trapped in this dimension.

"Oh, I'll not deny there is mischief afoot. We've all seen the signs. But what arrogant fools to think you could help! You lack the cleverness and fortitude to do anything but interfere! Do us both a favor and heed the fate of your friends. Leave! Now!"

JOURNAL ENTRY 17

ELMINSTER SPEAKS OF KALISTES

"I have met Kalistes before, and beware! She is a power to be reckoned. It is good that ye did destroy her paths into the Prime Material, for it is sure that she

meant to send her children into the Realm. These Night Spawn are her strength, but know that they are her maternal weakness too.

"I sense that the powers that have robbed the sun from Moonsea's sky lie beyond this portal. Kalistes is an agent supreme of Bane, so in all probability it is she who controls this force. This is but a guess, but 'tis my best."

JOURNAL ENTRY 18

ARCAM'S PRISONER SPEAKS

"Your power scares Arcam! The great gasbag cannot flee quickly enough! He wanted me to urge you to go back to Phlan, my home. He hoped you would die there, or at least give him time to organize his defense. I refused." She draws a shuddering breath. "Instead, I urge you not to rest until fiendish Arcam is no more! Then help your allies."

JOURNAL ENTRY 19

HIDING IN FRONT OF THE GATE

Rank after rank of haggard men and women stumble toward the gate. Their eyes are lost, their faces slack. None are bound or shackled in any fashion.

Suddenly a tall human moans and lurches sideways. A drow guard grabs him and pulls him roughly about. She raises a needle-fine dagger, its tip glinting with some ruby liquid, and jabs it into his neck. "That'll quiet you down," she sneers.

Another guard laughs. "Why not just let him fry between the gates?"

"Because –" shoving the now-docile human back into line – "That would be too nice."

JOURNAL ENTRY 20

BARD'S TALE

The bard sets himself down on a log. He looks at you long and searchingly.

"Fair folk you seem, uncommon in these times. Mayhaps you've an interest in what I've seen. Auril, that's what I've seen. The Frostmaiden is walking the lands of men and leaving icy death in her path. The mountains west of Thar, which are locked in sheets of ice and snow, seem to be her favorite haunt and it was there I saw her, near Gramble's Climb.

"For all her evil, she is beautiful still. She left her mark on me in more ways than one." He opens his shirt to reveal a snowflake tattooed in woad across his chest. "She is seeking the Red One. Together, they will visit such destruction on the Realms as has never occurred."

JOURNAL ENTRY 21

SEEN IN THE MAGES' DEVICE

You see a Glabrezu, his dog-like head snarling and his fangs dripping, standing in a large chamber with red, fleshy walls.

JOURNAL ENTRY 22

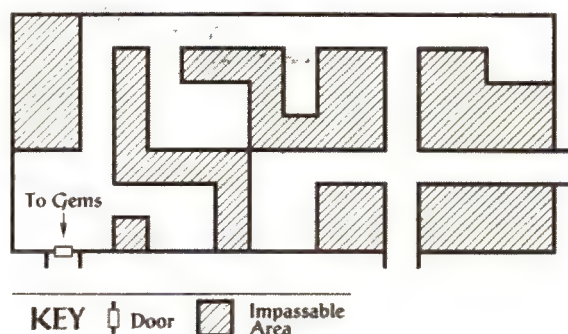
INNKEEPER TELLS OF GRAGNAK ULFIM

"Well, you musta heard 'bout the wedding, but you may not know the real story. Truth is, there's more than one here from the old Phlan.

"A certain Gragnak Ulfim also's here. Some say he's as powerful as Cadorna himself, but don't you believe it. He's just a sorry sot what's been had by that vixen Sasha. But he's done for her one better and she knows her place right sure now."

JOURNAL ENTRY 23

MAP OF THE LOST MINES



JOURNAL ENTRY 24

THE BANITE'S CHANT

"Into
The Labyrinth!
Left step
Right step
Step step
Left left.
Into
The Labyrinth!"

JOURNAL ENTRY 25

SASHA

"I was once the council clerk here in Phlan, as you may remember, and I am well versed in dealing with trouble. When Phlan was infested with corruption, I was intimate with all the details of our city's liberation. When the Black Circle hounded me in Verdigris, I managed my escape. These are just a few of

the reasons I was chosen as the new council member. I believe I have done my part in restoring Phlan to its present state.

"I say these things, first, so you will know there is no trouble to be found here in Phlan; and second, so you will not think you can manufacture your own."

JOURNAL ENTRY 26

THE BOOMING VOICE

"Those of you still squirming will regret every moment I am called away from my great spell. You will envy those already safe within the icy clasp of Lord Bane. For I have released my keen-eyed pet into the corridors of the Tower. Meet the Gelt." The great voice dies away with a chuckle.

JOURNAL ENTRY 27

AEGHWAET

"My name is Aeghwaet. I have lived here for the past 3,500 years, finding the environment most congenial to my health.

"Recently, however, evil spawn have invaded my home. They are taking huge quantities of Moander's flesh and I do not know why. It is no longer safe to live here. Not only are there foul creatures constantly about, but Moander's body is beginning to fight back. Bits of flesh prowl the open wounds, and they make no distinction between those causing the harm and me.

"I cannot hide much longer, yet if I leave, it will mean the end of my extracts and my life in a few short years."

JOURNAL ENTRY 28

THE MIRROR OF KALISTES

The table is made of black marble. Veins of white quartz run through it, catching the light and breaking it into coruscations of color, rainbow threads weaving across its surface.

On the table are two items. The first is a simple porcelain basin, its finish smooth, depthless. The basin is filled with some sort of heavy liquid, its surface like quicksilver.

Next to the basin lies a short wand, about the length of a man's forearm. Its shaft is made from a single quartz crystal. At first the crystal appears gray and impure, but on closer inspection the gray resolves into separate strands, as though a web has been spun inside. The crown of the wand is a blood-red stone. Power throbs within, beckoning.

JOURNAL ENTRY 29

CAPTAIN OF THE CHALLENGE SHIP

"There is an island not far from here. Many adventurers have entered its confines seeking fortune and glory, but no one has ever returned. A letter came into my possession not long ago which spoke of a great Mystery. I have become determined to discover what this Mystery is and so I come to you.

"Your reputation precedes you. Many say you are the greatest heroes the Realms have seen. I say to myself, if anyone can penetrate this Mystery, it will be you.

"I will not give you false hopes and I do not know what dangers you will face,

only that they will be great. It is said that the island will remain unconquered for all time, but that is a challenge to try if I ever heard one."

JOURNAL ENTRY 30

SEEN IN THE MAGES' DEVICE

You see a large army moving through a cavern where the wind howls. A thunderous beating makes the soldiers hold their hands to their ears.

JOURNAL ENTRY 31

KARDAL SPEAKS

"Sasha sent me here to assess the threat from this quarter. I fear it is great, but I've learned little. It seems the only way to get close to those in command is to prove yourself fierce and unflinching in battle. I'm sure you've noticed the many street brawls.

"All I know for certain is that a massive army has been assembled and is ready to move, though I've heard rumors of a 'Gathering.' Of what, or for what, I do not know.

"If you could penetrate the inner stading, perhaps you could discover this. There is a group of cloud giants in that private room who already have a deadly reputation. If you defeated them, you would gain instant recognition and an audience with the hill giant shaman. Alas, my strength is not up to the task."

JOURNAL ENTRY 32

VOICE THROUGH THE GATE

"I will not open the gate for you. If you are who you say, then you do not wish to enter. For beyond this gate is the city of Phlan, entombed here by some mighty



spell, and besieged by fearsome monsters that sally through this very gate. If you would aid us, here is a task for you. A high mage was captured from among us. Her name is Shal. She had made long study of the dark god Moander, and proved most ingenious in defeating its minions. Find and free her, I urge you!"

JOURNAL ENTRY 33

VALARDIS TELLS OF HIS CONTRACT

"Yeah. He gave me this dagger and this rock, and told me to meet him at the altar and he'd signal to me which elf I'm supposed to kill. Then I'm to follow him into some room — Wait, don't touch the blade — that's deadly. Coated with a poison the Master Assassin would kill for. And the rock is something I'm supposed to wear before I follow my target into the last chamber."

"Don't give me those high and mighty looks. I helped you get in here, didn't I? We all have to make a living, and Daris has already paid me good money to do my job. I intend to do it.

"Besides, I'll bet you've left a few bodies lying around yourself."

JOURNAL ENTRY 34

THE KI-RIN SPEAKS

"My horn was the focus of a great magical power with which I was entrusted, a power that helped hold evil in check. I came to the Dragonspine Mountains when I sensed the evil growing here, only to find myself too weak to counter it.

"When Thorne took my horn, he took the magic as well and used it to turn the skies chaotic. Those storms will no longer plague the Realms, but my horn was just

one of three powers working evil in the Realms. If the Realms are to be saved, you must turn those powers against the one enemy."

JOURNAL ENTRY 35

STORM'S STORY

"When the cities disappeared and the world grew dark, we were all frightened, and clung together for comfort. It was not enough to save us. By ones and twos and sometimes whole families, we began to disappear — taken as slaves by the drow.

"My sister was captured. She is a child, just a child. I followed the slave train, and crept into her pen to try to release her, but I was captured as well.

"The drow took us to their slave pens, and from there, my sister and I were taken, along with many others, toward a hall. Behind me I heard keening intermingled with shouts of great joy. I had heard from a old human woman that some of us would be culled from the group and killed to make an evil potion. I cursed such a fate, but I prayed that, for my sister's sake, the end would be swift.

"Instead, we were led through the temple, and half of us were pushed through a door, while the rest of us were driven through the dimensional pool into this world of webs. The drow overseer jeered at us. 'Lucky, lucky, luckiest of all,' he said. 'You will serve the great Kalistes herself. Or be served to her, depending on what tasty morsels you are!'

"I could not bear this thought. I watched for my opportunity and escaped the slave

train, but I was not able to bring my sister with me. Take me with you. I'll help you fight Kalistes, anything to save Arta."

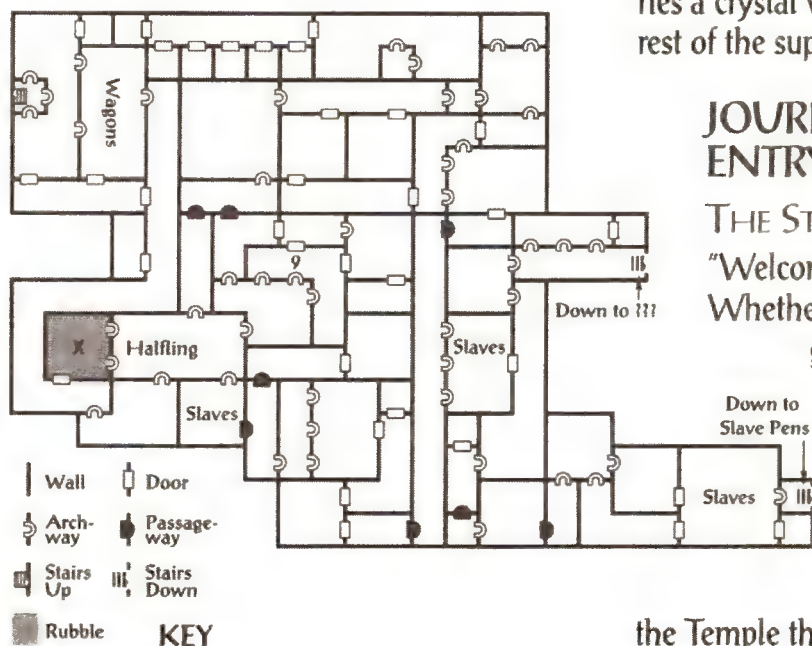
JOURNAL ENTRY 36

MABRIL SPEAKS

"The black elves dragged me from my farm in one of these wagons. They take everyone down to their dark city. A number of us made a break, and got about halfway out before a big fight. A wall came down on me and they didn't catch me. And a little woman, a halfling, escaped too. But she wouldn't get in the wagon, she still wanted to fight. She's still down there — you should help her. She can't hold out for long!

"You'll never get in the way the wagons do. But you might want to follow a bad robe — a cleric — to get in. They have their own paths."

He draws a map of a section of the underground city:



JOURNAL ENTRY 37

THE ALTAR ROOM

A magnificent altar spans the far wall — a shrine to night and all its spawn. A giant silver web stretches from the floor to the full height of the vaulted ceiling. The full moon hangs in the web's center, but it is not the full moon. It is the belly of a giant spider, pregnant with evil, pulsing with hideous life. The spider waves its legs wildly about as if casting about blindly for prey.

Below this apparition stands a young drow. He is naked, his dark skin gleaming in the light of the obscene moon. He holds a dagger to his lips and stares upward, transfixed.

Locaste stands next to the drow youth, her hands raised above her head, her eyes mere slivers of shining white visible through slitted lids, her robes shimmering in the dark. Balia and Daris flank her, their eyes closed, their faces ecstatic. Daris carries a crystal wand. Daris, as well as the rest of the supplicants, is guarded by drow.

JOURNAL ENTRY 38

THE STEWARD OF THE TEMPLE

"Welcome, drow, welcome. Whether you be candidates for a great honor, or supplicants before our Lady, be welcome. I give you good news. Soon, the Night Spawn, the invincible children of our Lady Kalistes, will come to

the Temple through the Gateway to Darkness, and we may all have the honor

of seeing them on their way to do battle for Kalistes and Lord Bane. Hurry, hurry. You will never see the like again."

JOURNAL ENTRY 39

CHAMBERS OF ARCAM'S CHANCELLOR

In the center of the vaulted room, squads of mercenaries shuffle to attention before a towering dais. Here, flanked by iron golems, an old man in fine robes surveys a desk covered with chess pieces.

Occasionally he will move a piece, and bark instructions to a mercenary leader.

"Dralbon! Off to Ironfang Keep!"

Margoyles leap up to ensure the commands are promptly obeyed.

Then you see a great orb moving in the shadowy arches beyond the dais. "Watch for the white knights," it hisses, chillingly calm. "Deflect their attack."

JOURNAL ENTRY 40

THE SLAVE REVEALED

"Excellent. I couldn't have done it better myself. My master will be most pleased. You did away with one of his greatest enemies and captured one of his most desired prizes, all without him needing to sacrifice a single one of his own.

"Yes, I was carefully chosen, and trained for years before I could even infiltrate this den of excess. But my stay is over now, as soon as you hand me that Ring."

His gaze darkens. "You wouldn't be thinking of denying me, would you? I promise you, my master trained me well. This creature —" he prods at Kalistes' still form with a toe — "was a blundering,

graceless idiot. No subtlety. No art. No depth. But I promise you, Tanetal has all this, and he's gifted me with enough to deal with the likes of you."

JOURNAL ENTRY 41

ELMINSTER'S EXPLANATION

"Bane must indeed be desperate to entrust his Talisman to one of his lieutenants — even one as powerful as Tanetal. True, it is a great source of power — this time used to twist and animate the very plants of the Realm, but also it is the key that may lead to Bane's defeat.

"It acts as a key to his very own Dark Dimension. I hoped but to weaken him in Moonsea — to force a balance — but now with the Talisman, I think we may be able to drive him off entirely. Find the gate to Bane's Realm, and we may prevail!"

JOURNAL ENTRY 42

DROW PRIESTS SPEAK OF THE GATEWAY

"I just hope Locaste can tell Kalistes to be careful with her children. Now don't misunderstand me, I want the Night Spawn to fight for Kalistes and for us, but I hear that sometimes they don't just fight the enemy. What if something were to happen to the Gateway, and the Night Spawn came in, but couldn't get out?

"Oh, go ahead. Report me for a blasphemer. But hand me the vial of antidote first, I think that boy got bit and didn't tell anyone."

JOURNAL ENTRY 43

HUNTSMAN'S TALE

"I am Elgin, a hunter, and the last of our village still alive. First dark elves raided from the north, carrying away any they could capture. Then the forests came alive around the tower to the east. When the walking trees came, we were finished. Our people were all crushed or run off to the woods southwest near Myth Drannor. I do not know what the survivors face there, but at least they can be assured that a tree will act like a tree!"

JOURNAL ENTRY 44

THE EYES OF KALISTES

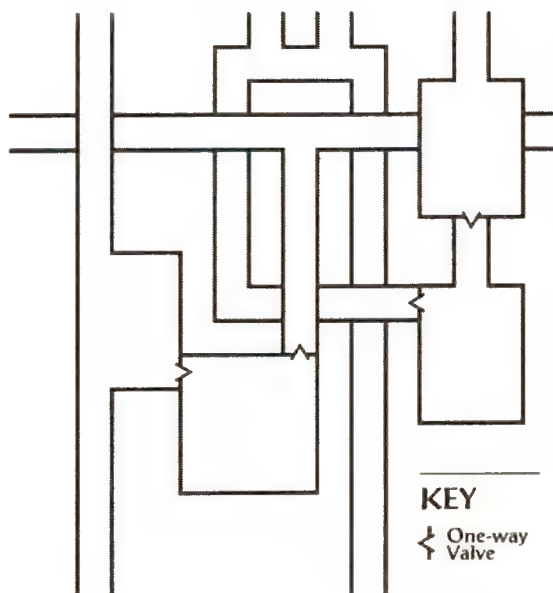
"I thank you for the lives of my sisters. My own curse matters little to me now, knowing that they yet live to fight this evil.

"With their faces in my heart and their strength in my soul, I tell you this. To enter Kalistes' Parlor and live, you need two things: the Ward of Safe Passage and the Amulets of Stillness. The Ward is carried by the highest mages of the drow when granted an audience with Kalistes; her Pets recognize it and allow the bearer to pass. The amulets hide the wearer from spiders. With these items, you have a much greater chance of gaining entrance into Kalistes' Parlor. Without them you will die in seconds, instead of minutes.

"You may find these talismans in the Testing Ground. Go there first if you hope to complete your mission. But, before you leave me, one task is left to you to aid your mission. You must kill me."

JOURNAL ENTRY 45

A SOLDIER'S MAP



JOURNAL ENTRY 46

WHAT YOU HEAR

"Into
The Labyrinth!
Left step
Right step
Step step
Left left.
Into
The Labyrinth!"

The sergeant bawls, "Now, you weeping scalawags, how do you get out!" The soldiers chant,

"Out of
The Labyrinth!
Right step
Right step
Step step step!
Out of
The Labyrinth!..."

JOURNAL ENTRY 47

SAGE'S UTTERANCE

"I offer my congratulations for thy victory over Thorne. With the Horn of Doom safely out of Bane's grasp, the storms will cease over Moonsea.

"Previously, these tempests have prevented our allies past the mountains from entering these lands. Even now, an army marches from Tilverton, and ships raise sail in Tantras. Both forces are far, but at least now they may draw closer. Aid is coming to the region!"

JOURNAL ENTRY 48

BOOK EXCERPT

"Marilith have but one fatal flaw, one chink in their armor — the drive to preserve their children is greater than to preserve their individual lives. As a lone Marilith is often the key strategist in a campaign, killing him or her is often all that is necessary to deal a crushing blow to your enemies. Therefore, search for the children. Threaten them, and the parent you seek will come."

JOURNAL ENTRY 49

KARDAL'S DYING WORDS

"The Gathering," he gasps. "It is of dragons. Unheard of numbers. Ready to descend on the Realms. Must stop them. Led by Thorne. Terrible..." His voice trails away with his life.

JOURNAL ENTRY 50

BANE REVEALS HIMSELF

"Kalistes, Thorne, Tanetal, they are pawns! I have sent Death to the Realms, a rider in red with a sword of flame. None shall stand against him. You waste your

time as the world falls about your ears. So by all means, continue in your vainglorious deeds."

JOURNAL ENTRY 51

DARIS TRANSFORMS INTO A DRIDER

"It was as horrible a sight as I'm ever likely to see, and I've seen some sights in my time. Daris thought he'd get away while we fought the guards, but after we won past them we made our way, quiet as whispers, after the Mage. We needed the Ward of Safe Passage to get into Kalistes' Parlor.

"The chamber was dark. We heard footsteps ahead — you can imagine how upset Daris, an elf, must have been, for us to hear his footsteps. But they stopped, and we thought we'd lost him. Then he screamed.

"The whole chamber lit up with the glow of Shest's eyes, and we could see Daris before us. He was shuddering and wailing, and he dropped the ward to grab at his dagger. But he was too late.

"The whole lower half of his body ballooned outward, and legs began to sprout, ripping through his robes and scrabbling on the flagstones, while his arms flailed in the air. He scuttled back and forth through the chamber, while we ducked back down the corridor, hiding behind columns, in niches, anywhere we could. We listened to the scrabbling and moaning for quite a while, then what he'd turned into rushed past us without a glance.

"Nothing for it but to sneak back into the chamber and find the ward. Too bad Shest was still there."

JOURNAL ENTRY 52

HILL GIANT'S JOURNAL

The fire giants have become dangerous and I fear we hill giants will lose our long time home as well as any claim on new territory. The fire giant mage thinks she can outwit Thorne. The fool! She will bring Thorne's wrath down on us all.

I have sent spies to their cave, and am awaiting news. With luck, the fire giants will soon be drumming a different beat.

JOURNAL ENTRY 53

FIRE GIANT MAGE OFFERS A DEAL

"There have been distressing rumors out of Zhentil Keep lately. I think Manshoon has designs on the lands as far east as Thar. This does not sit well with me. Eliminate this annoyance, and I will pay you handsomely."

JOURNAL ENTRY 54

MODTHRYTH SPEAKS

"By order of Thorne, all conflicts between dragons shall be settled by single combat to preserve their numbers. The victor of these combats is entitled to any treasure left by the defeated dragon.

"Any who interfere with or assist a combatant will forfeit any and all treasure."

Modthryth looks up from the scroll, adding, "I shall also consider the winner of any combat for transformation into a dracolich."

Modthryth signals the contest to begin.

JOURNAL ENTRY 55

LACOSTE'S COMMAND

"Go now to the antechamber. By the Mirror of Kalistes you will find my ward of safe passage to her Parlor. Bring it to the altar room, for I will have need of it after the ceremonies. Shest told me he senses blasphemers in our midst, and I must go to Kalistes to ask her aid in hunting them down.

"Would that I might leave now, but Hern is ready and cannot wait. He must try his will against the Great Spider. Let his fate be swift and just."

JOURNAL ENTRY 56

THE TEMPLE OF TRANSFORMATION

Beyond the arches, evil groups huddle in rapt contemplation of something to the north. This must be what Shal called the Temple of Transformation, where bits of Moander's body are cleaved away, and spill from the Vessel of Moander.

Devotees of Moander and Bane await their portion. Lost in their worship, no one seems to notice you.

JOURNAL ENTRY 57

TRAITOR'S GATE

"You might wonder at this gate's odd name, many do. It was named after the last of the Cadornas, Porphrys. The Cadornas owned the great textile house which made them a very wealthy and influential family.

"Porphrys advanced to rule the council, and many respected and trusted him. People had forgotten that he was cursed as a child, possessed by the spirit of fire.

"In manhood, he made pacts with the Zhentarim and other evils, if you can

believe it, wanting even more power. But a party of heroes put an end to his menace. They were quite like yourselves, perhaps you know them?"

JOURNAL ENTRY 58

HERMIT

"I came here to get away from the evils of the world, but there's no escape. They hound me and hound me. The cultists would kill me if they didn't think I held the secret to controlling the bits of Moander. I would almost welcome it.

"But you seek to destroy Tanetal, eh? I'd welcome that the more, for then I would have some peace."

JOURNAL ENTRY 59

MANSHOON GLOATS OVER HIS CAPTIVES

"You presumed to think that your puny efforts could distract me! Without a pause my great intellect has folded you into the solution for larger problems. I wish to gather higher tribute from the drow. In my tomes I have found the name of a creature who will help me subjugate them — and the dreary fool Marcus, and that imbecile Arcam, too!

"You will help me welcome my new friend! Here in my conjuror's circle, he will dine splendidly on your bones." Words spill from his lips as he begins the incantation.

JOURNAL ENTRY 60

INNKEEPER TALKS OF THE MONUMENTS

"Them monuments they building in the square! Word is they're living tombs for old master Gothmenes' foes. Eternal prisons filled with treasures and dreams what can't never be used."

JOURNAL ENTRY 61

GREEN DRAGON SPEAKS

"The vampire's blood was not easy to come by, and I know you need it for creating the next dracolich. You will remember this when you choose who is to become that dracolich."

"You have proven yourself twice over," answers Modthryth. "I will not forget."

JOURNAL ENTRY 62

GRAGNAK ULFIM SPEAKS

"Sasha spurned my love. I offered her everything — a place at my side, power, wealth — but she would have none of it. She said my association with the Black Circle made me repulsive. How was I to know? I was their victim as well, but she said I was a coward.

"I was so filled with anger and jealousy! Then Cadorna came to me and I hit upon a plan. If I rescued her from Cadorna, she would think me a hero; she would be mine. But Cadorna was too strong with Gothmenes aid and again I am duped by those I hate, and accused by those I love!"

JOURNAL ENTRY 63

VALA EXPLAINS

"The Vaasans are using earth and fire elementals to create a massive tunnel for their armies. With the passes blocked, they have no other way to reach the Moonsea.

"The elementals are drawn to the power of the Oakroot Staff, the World Stone, the Crucible of Flame, and the Lindenwood Staff here in the ruins. These artifacts were created long ago by a wizard from Thar."

JOURNAL ENTRY 64

DAVE SPEAKS



"Welcome great heroes. You have overcome the evil of Bane and restored the Realms. Now you have a simpler task — survival. Wend your way through this maze and locate the exit. Of course, you may encounter a few challenges along the way. Survive or not, it is up to you."

JOURNAL ENTRY 65

PAGE FROM THE
HIGH PRIEST'S JOURNAL

The Times of Woe are upon us. Darkness has overwhelmed the sun and the catacombs below are overrun with shades. We have taken to going about the temple in groups of three or more. It is unsafe otherwise.

Now, a vision of a long-dead legend haunts our belfry. She won't allow us to ring the bells to gather our flock. Many tried and have disappeared, even our most stalwart priests have tried, but all to the same end.

Tomorrow, we leave to gather the common folk in the temple's vicinity and lead them to safety. I pray for our safe return as well.

JOURNAL ENTRY 66

FIRE GIANT MAGE
YELLS AT ASSASSINS

"You did not fulfill your contract. Other, more capable hands, did the work for you and I gave them the money. If you want your money, you will have to talk to them.

"Do it quickly, though. I shall launch my forces soon, and the sweep through the countryside will take them as well. Bane will have me to thank for establishing strongholds. Having his good favor, Thorne will not dare to interfere."

JOURNAL ENTRY 67

SPEECH TO WHITE DRAGON

"Worshippers will pay great homage to you. They will give you treasure and make sacrifices to you. Already, you are a mighty dragon, but as a dracolich, none shall stand against you.

"As soon as I gain a potion of invulnerability, I will be ready to perform the transformation.

"If you agree, you can be the next and most powerful dracolich."

JOURNAL ENTRY 68

INNKEEPER'S WIFE'S REPORT

"Forgive my intrusion on your quarters. I meant to be done with my cleaning, but felt the need to rest a moment. My husband and I have been running this house under severe duress for some time now, and I am weary.

"Evil seems to be on the run, but still we battle on. How much longer either side can hold, I do not know. What I can say is that dark Mulmaster city seems to carry on with an invigorated desperation.

"Many of those cursed banite priests have been afoot. They search for 'the dangerous ones.' On what reasoning, I do not know.

"We dispatch them as we are able, but our position is tenuous. For our safety, we aid as many as we harm. I fear that for the good, something must happen soon."

JOURNAL ENTRY 69

SEEN IN THE MAGES' DEVICE

You see a great army of elves engaged in battle with Moander. The elves loose a tremendous arrow, laced with magic, and it lodges in Moander's heart.

JOURNAL ENTRY 70

DYING DRAGON

"Modthryth abuses the power Thorne gave him. No more is he simply acting as Thorne's lieutenant. Rather he seeks his own glory and the revival of the Cult of the Dragon.

"Not willing to settle for any dragon, he fosters bitterness between the dragons to weed out the less powerful. Thorne will kill him when he discovers the treachery."

JOURNAL ENTRY 71

LETTER TO DROW CAPTAIN

Sark,

Our allegiance with the Zhentarim bears fruit. They have taken live, a young, silver dragon. It is coming here for the laboratory. It will produce for us much of the holy Fire of Night. I look forward to welcoming many new sisters to my web.

I do not believe that the young worm will fit in any of the normal cells. You must make special arrangements for its brief stay among us.

- Ahdk, Hand of Kalistes

JOURNAL ENTRY 72

RAIZEL SPEAKS

"Before the storms began, I was taken from a prison in Phlan. Even the best of thieves find themselves in prison once in a while, but to be held as fodder for the dragons is too much for me. I escaped a few days ago and was looking to take a few things in payment for my troubles.

"But it hasn't been easy. I've never seen the likes of this dragon, Thorne. 'Nasty' isn't the word for him. Plus, I've heard he has the horn of a beast from beyond this world and that's how he makes the storms. Some say the creature's spirit haunts the cave, others say the Realms will face certain doom if the horn is heard three times.

"But I have a plan to exact my revenge. Depriving the dragons of their treasure will be a far greater revenge than killing them.

"It occurs to me, however, that should we team up against them, we could liberate even more treasure.

"I show you the ways of this cave and you provide some insurance in case we run into any of the nasties. The dragons owe me for the past month, so I get first claim on any treasure. But there'll be enough for all."

JOURNAL ENTRY 73

SILK'S RESCUE PLEA

"I am the leader of the Swanmays — a band of rogue drow. We were resting in Zhentil Keep when the evil struck.

"After the storms came, and the sun was covered, drow came up from the sewers and attacked the city. They took many prisoners, and brought them underground. We followed them here, but they were expecting us.

"We were ambushed. I slipped away in the confusion, but the drow captured the rest. They are being held in the dungeons to the east. I need your help to rescue the prisoners — my Swanmays, and the citizens of Zhentil Keep. If you do, I'll help you get to Kalistes."

JOURNAL ENTRY 74

MARKED PAGE IN THE BOOK OF LEGENDS

Long ago, when the Dalelands were being founded, there was a King of Elves named Alanor. He had a daughter, Laurellin, who was said to be especially fair even among the elvenfolk. A human hero, Brimwulf, chanced to catch Laurellin watering her horse at a forest pond and the two fell in love.

Unfortunately, Alanor had made plans to marry Laurellin to an elven noble and forbade her to ever see the human adventurer again. Laurellin ran weeping to Brimwulf to tell him of her fate, but the hero persuaded his princess to run away with him to Hillsfar.

When the city was fully under siege, Brimwulf was visited at night by a spirit from the hero's patron deity, Tyr. The spirit told Brimwulf to take his bride and flee by night to preserve his life for Tyr's purposes later, else he would surely die on the morrow.

Brimwulf could not stomach leaving his men in the High Elf's clutches and instead made a bargain to serve Tyr after his death. The spirit agreed and left.

Brimwulf led a sortie against King Alanor the next day, and fought valiantly, struggling to the High Elf's standard itself. There he slew Laurellin's father, but was slain himself. When Laurellin heard of the deaths of both her father and her husband, her heart was bereft of all the gentle emotions and she flung herself from the heights of Hillsfar in despair.

It is said that Brimwulf now waits in his tomb for Tyr's summons and Laurellin is doomed to walk the land wailing for her dead lover until she finds him again.

JOURNAL ENTRY 75

LEGEND OF THE FLAMING SWORD

The Flaming Sword was forged in the battle fought between Bane and Tempus. The battle raged for a year and a day and their ringing blows could be heard throughout the Realms, but neither could gain the upper hand. Finally, they clashed together with a tremendous concussion which rocked the firmament, and from that blow fell a shard of flaming steel. Bane picked up the shard and fled the field. That shard has become the Flaming Sword and the one who wields it will be invincible.

JOURNAL ENTRY 76

CADORNA ANNOUNCES HIS WEDDING

"Sasha is the final grace which will make Dark Phlan the jewel of the new Realms. Gothmenes recognizes this and has offered to preside over my wedding. I am sure you share my pleasure at being so honored.

"Shortly, you will see my bride as she tours our fine city. Give her the welcome she deserves. Make her feel at home.

"After our certain victory has been made fact, Sasha and I will enjoy our honeymoon traveling in our new lands and sampling the novel pleasures they offer.

"Let the celebrations begin!"

JOURNAL ENTRY 77

IN THE WINNOWING ROOM

Freed, the slaves of the drow shake off the effects of spider poison, and rummage about for weapons. A man tells you, "If you're going to go on, you have a scary choice ahead. They divided up the slaves here. Most went to the right. If you want to free them, go that way. A few of the most beautiful were taken to the left. They were never seen again!"

JOURNAL ENTRY 78

THE RAKSHASA SPEAKS

"We have lived here for a long time in quiet obscurity. Many of my brethren were unhappy and now that Bane's shadow stretches across the Realms, we thought it best to get involved and help him. How to do that? By returning one of his pets to him, Tyranthraxus.

"The Maharajah discovered how to transfer life essence from one body to the next, so we found the remains of Tyranthraxus

and began the process of reanimating him. Since your knights were conveniently close, we used their bodies. I assure you that you will lose no more. The work on Tyranthraxus is all but complete."

JOURNAL ENTRY 79

SHAL AND PETRA MEET

The two women circle each other warily. A contest of wills seems to be taking place. "Join me," one hisses. "I hold the key to the power of a god!" "Join me," the other whispers. "I have the strength to throw down that key!" They circle each other again.

Suddenly one charges forward, deadly magic forming in her hands. The other throws down her weapon. They embrace, and suddenly there is one woman, a new light glancing from her eyes.

"Hurry!" she calls to you. "The overlord, Tanetal, is preparing to leave his lair at Moander's core! He will come here in force! Flee to the Vessel of Moander!" With a flick of her hand she vanishes.

JOURNAL ENTRY 80

ARTA'S STORY

"I rejoiced when you escaped, Storm. I felt I could face whatever death my fate decreed. When we reached the Parlor and were told our duties, I prayed for that death.

"We are nursemaids, Storm, nursemaids for hellspawn. We warm their eggs, we help them hatch, we provide their sport. We — " her voice drops as she looks away — "feed them. From our own ranks. The old and tired provide their suppers."

Arta catches Storm's arm pleadingly. "Kill them! You must kill the children, too!"

JOURNAL ENTRY 81

THE ALTAR ROOM — CONTINUED

Suddenly, Dennia stiffens. "There," she whispers, staring intently at an empty dark corner. "The assassin. Help me, please. You must help." She bursts forward with a cry. As the guards wheel about, Daris rushes forward.

JOURNAL ENTRY 82

ELMINSTER'S ANALYSIS

"With this ring, Kalistes robbed the sun of its light. Now that she is lost, it will shine again.

"This is a bitter blow to Bane. In the eternal night forced by the power of the Crystal Ring, creatures of darkness were free to wander as they would. Now, at least, they are confined to nocturnal activity. No longer will vampires fly at noon!"

JOURNAL ENTRY 83

LETTER ON FIRE KNIFE COMMANDER'S DESK

To Ungleow, Leader of the Fire Giants,
We have succeeded in taking over a wing of the stead. This hill giant shaman seems a fool, and I don't see much opposition to your plans. He has not even noticed all the troops you have siphoned off. It is chaos here as usual, and the countryside is at its weakest. We should move now, or risk Thorne's intervention.

I would remind you of your promises, and, again, pledge my service to you.

Javin, Fire Knife Commander

JOURNAL ENTRY 84

SHAL'S CONFESSION

"The woman with Marcus is not my sister. She is me. A part of me. My evil side. Marcus used his cleaving magics to make me into two beings, one of whom would agree to do his will. He calls her Petra.

"Do you see why I must be brought to her? Only I can bring her — my — powers back to the aid of Phlan. And even if I should die along the way, reunion with her could make me live again!"

JOURNAL ENTRY 85

THE ALTAR ROOM — CONTINUED

Suddenly a female drow bursts into the room, dagger drawn. "Hern! To me!" she cries as guards wheel about, surprised.

JOURNAL ENTRY 86

HILL GIANTS OFFER A PLAN

The hill giants describe their plan in monosyllables, with much fumbling over the details. As best as you can make out, the giants have rigged a wall of the fire giant mage's quarters to collapse. The cave-in, they assure you, will kill the shaman and cause enough confusion to allow you to escape.

JOURNAL ENTRY 87

THE SKULL SPEAKS

"Seek out the Flaming Sword. It's wielder is Bane's vengeance manifest and grows more powerful with each setback you cause him. With the Flaming Sword wrested from his control, you will be able to defeat him."

JOURNAL ENTRY 88

LOCASTE'S ARRIVAL

Locaste gives a great cry, and the party halts before what appears to be an unbroken wall of tightly-packed gossamer. It shimmers in the pale light. Locaste's mount rises up on its rear four legs and waves the others, both drow and spider, about, its face a mask of fear. Locaste drives it down with a word. Even from a distance, her jaw appears set, and her eyes burn fiercely. She holds up the Ward and waits.

After a breathless eternity, the gossamer wall erupts. Spiders of all shapes and sizes squeeze their way through, or leap off the top, or pop up through trap doors and scuttle toward her. Her escort turns and runs, but Locaste waits. Two Pets appear among the spiders and approach Locaste in a slow, almost stately sidelong march, tossing aside the unlucky spiders that get in their way.

They stop in front of Locaste. One loops a noose of new, still-wet silk about the drider's neck. Then both of them turn and lead it forward, up to the wall, then through it. Locaste is gone.

JOURNAL ENTRY 89

SILK'S RESCUE SPEECH

"I thank you for your help. Now my Swanmays are free to fight against the scourge of Bane. I will now help you.

"Drow alchemists are draining the life force of good creatures, and using it to make the evil fluid, Fire of Night. Kalistes uses it to make her pets. They store it in a fountain on these grounds. Kalistes would be greatly hurt if you destroy this fountain.

"The fountain is guarded by many traps. The first is a series of gates. Passing

through some will harm you. Part of the wall is an illusion. The second trap is a narrow bridge over a pit of spikes. When you step on the bridge, there will be a flash of light. Cover your eyes! I know nothing of the last traps. There is a secret door to Kalistes' temple grounds somewhere in the fountain chamber."

She hands you a metal amulet with the swan symbol of the Swanmays on it. "Show this at the west guard post. The sergeant is loyal to my family, and will let you by. And take these arms, you will need them against the drow."

She leaves and follows the Swanmays back to Zhentil Keep.

JOURNAL ENTRY 90

PHLAN COUNCIL GUARD

"When we left the crater, Council Member Sasha ordered us to continue to Thar. As the only surviving member of the council, she was the only person capable of gathering the scattered forces of our army. She pressed on to Thar to see if Quil and Kimarr really had found Taydome's Keep. With the Keep in her possession, she could rule the giants as Taydome had ages ago. With ogre and giant allies, she thought Phlan could resist the evil of Bane's minions.

"We found the Keep, following the mages' map. The place was quiet so we began to relax. When we were resting, ogres ambushed us and the Captain went down right away. As I escaped, I saw one of those mages just watching the fight. I am not sure which one was the traitor, Quil or Kimarr, but if you ask me, I wouldn't trust either of em'.

"You must rescue the council member. I know she is trying, but without her, we cannot rally our scattered forces. I would go, but my wounds would only slow you down."

JOURNAL ENTRY 91

RUOLN'S STORY

"We encountered citizens in the wilderness, speaking of horrors happening throughout the land. Council Member Sasha told them she would not detour from her task, but some joined us to follow the Phlan banner. We met many ogres and giants in Thar, and our party was less than a dozen when we reached Taydome's Keep. We were ambushed in the Library by the two mages, Quil and Kimarr. They came out of nowhere. I think they must have found secret passages in the Keep. We were captured, but I managed to elude my guards. I fear that I cannot retrace my steps. I am weak, but will give you what aid I can."

JOURNAL ENTRY 92

DENNIA EXPLAINS THE DAGGERS AND AMULET

"These are called Daggers of the Mind. Be careful — the blades are coated with a deadly poison. The slightest scratch will kill you."

"Each drow who must face Shest is given this weapon. During the final test, Shest decides if the drow is too weak to become a great magic user. All who fail become driders, as my daughter did. But it is said that during one terrible instant, while he yet retains his will and thoughts, a drow can feel the transformation begin. At this time the drow may use this dagger to end it. Permanently."

"The amulet is prized among my people. Those who carry it cannot be sensed by spiders."

JOURNAL ENTRY 93

THE ORACLE SPEAKS

"Guard yourselves. Guard our Lady. Guard the hands that open doors. I sense among us someone who is not of us and who wishes us harm. Everyone, go now. Guard our Lady and her hands that open doors."

JOURNAL ENTRY 94

PETRA MOURNS

The woman sees the body of Shal, and utters a long unearthly wail of despair. Then, with a mad glint in her eyes, she turns on you. "Could you not have saved me? Now my will to resist evil is most certainly dead. There is nothing left but the dark forgetful embrace of Moander — for me and for you." Darting forward, she snatches up the body, and flees to the north.

JOURNAL ENTRY 95

SERVANT'S JOURNAL

...and it has been made known that my Lord Taydome has agreed to help the ogres and giants with their concerns, especia...

...and their war with the Gold Dragons, in return for their servitude. The debt is to be extended to one thousand generations. I have seen him work this contract into a spell confined to the walls of the Keep. Not all of the giant tribes have agreed, for many consider extension of debt to posterity a grave injustice. But those who have agreed to his treaty...

...has cast the spell several times today, each time enslaving more ogres and giants. My Lord considers it payment for the number of his human servants the monsters have slain outside the walls of his Keep and hence outside of the range of his spell. They dare not take his life, for he still has some usefulness to them, but I fear for mine.

JOURNAL ENTRY 96

SHAL REDUX

"Yes, I am back here. You remember I tried to ascend the tower. I fell with wounds that seemed fatal. But Marcus had me healed and imprisoned once again. Perhaps he is afraid of what Petra might do if I were to die."

JOURNAL ENTRY 97

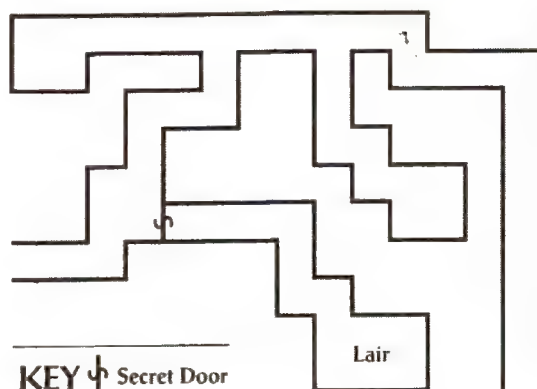
TRANED

"Traned, my dear fellows, at your service!" The irrepressible halfling woman takes a bow. "Until lately a Tragedian, now I act like a drow female for a living! And look! It pays well!" She displays her drow armor, weapons and a silver shield.

"Hey, good to see someone's come to help us folks out. Did you happen to step on that vile Manshoon on your way in? He's the evil man that's partners with the drow. Magic or no, I'd like to put an arrow into him. Can I join up with you?"

JOURNAL ENTRY 98

MAP TO THE RED RIDER'S LAIR



JOURNAL ENTRY 99

THE OMINOUS TOWER

You see in the distance a tall black slab rising out of the trees of the Elven Court. Around the base, a stone wall surrounds a wild garden. As you draw closer, the foul mists that shroud the top of the monolith dissipate for a moment, and you see the tower rises to meet a small dot suspended high in the sky.

JOURNAL ENTRY 100

DROW'S TALE

"Deliberately, we think, Marcus chose to destroy one of our underground cities when he entombed Phlan below this tower. He hates the drow! We hear tell that a woman mage with him is key to his burgeoning power. We aim to kill her. Will you help us? Do you know anything about her?"

TABLES

Constitution Table

ABILITY SCORE	HIT POINT ADJUSTMENT	RESURRECTION SURVIVAL
3	-2	40%
4	-1	45%
5	-1	50%
6	-1	55%
7	0	60%
8	0	65%
9	0	70%
10	0	75%
11	0	80%
12	0	85%
13	0	90%
14	0	92%
15	+1	94%
16	+2	96%
17	+2 (+3)*	98%
18	+2 (+4)*	100%

* Bonus applies only to fighters.

Dexterity Table

ABILITY SCORE	REACTION/MISSILE BONUS	AC BONUS
3	-3	+4
4	-2	+3
5	-1	+2
6	0	+1
7	0	0
8	0	0
9	0	0
10	0	0
11	0	0
12	0	0
13	0	0
14	0	0
15	0	-1
16	+1	-2
17	+2	-3
18	+3	-4

Strength Table

Ability Score Modifiers by Race

Dwarf	Constitution+1, Charisma-1
Elf	Dexterity+1, Constitution-1
Gnome	None
Half-elf	None
Halfling	Dexterity+1, Strength-1
Human	None

ABILITY SCORE	THACD BONUS	DAMAGE ADJUSTMENT	WEIGHT ALLOWANCE (IN GOLD PIECES)
3	-3	-1	-350
4-5	-2	-1	-250
6-7	-1	None	-150
8-9	Normal	None	Normal
10-11	Normal	None	Normal
12-13	Normal	None	+100
14-15	Normal	None	+200
16	Normal	+1	+350
17	+1	+1	+500
18	+1	+2	+750
*18/01-50	+1	+3	+1,000
*18/51-75	+2	+3	+1,250
*18/76-90	+2	+4	+1,500
*18/91-99	+2	+5	+2,000
*18/00	+3	+6	+3,000

*These bonuses only available to fighter classes (Fighter, Paladin, Ranger).

Maximum Level Limits by Race, Class and Prime Requisite

CLASS	ABILITY	DWARF	ELF	GNOME	HALF-ELF	HALFLING	HUMAN
Cleric	Any	No	No	No	5	No	max
Fighter	STR 16-	7	5	5	6	4	max
	STR 17	8	6	5	7	5	max
	STR 18+	9	7	6	8	6	max
Paladin	Any	No	No	No	No	No	max
Ranger	STR 16-	No	No	No	6	No	max
	STR 17	No	No	No	7	No	max
	STR 18+	No	No	No	8	No	max
Magic-User	INT 16-	No	9	No	6	No	max
	INT 17	No	10	No	7	No	max
	INT 18	No	11	No	8	No	max
Thief	Any	max	max	max	max	max	max

No: Characters of this race cannot be of this class. Max: Highest Level Available in Pools of Darkness.

Range of Ability Scores by Race

ABILITY	DWARF (M/F)	ELF (M/F)	GNOME (M/F)	HALF-ELF (M/F)	HALFLING (M/F)	HUMAN (M/F)
Strength						
Min.	8/8	3/3	6/6	3/3	6/6	3/3
Max*	18(99)/17	18(75)/16	18(50)/15	18(90)/17	17/14	18(00)/18(50)
Intelligence						
Min.	3/3	8/8	7/7	4/4	6/6	3/3
Max.	18/18	18/18	18/18	18/18	18/18	18/18
Wisdom						
Min.	3/3	3/3	3/3	3/3	3/3	3/3
Max.	18/18	18/18	18/18	18/18	17/17	18/18
Dexterity						
Min.	3/3	7/7	3/3	6/6	8/8	3/3
Max.	17/17	19/19	18/18	18/18	18/18	18/18
Constitution						
Min.	12/12	6/6	8/8	6/6	10/10	3/3
Max.	19/19	18/18	18/18	18/18	19/19	18/18
Charisma						
Min.	3/3	8/8	3/3	3/3	3/3	3/3
Max.	16/16	18/18	18/18	18/18	18/18	18/18

Exceptional strength bonuses available only to fighter-type characters (fighters, paladins, and rangers)

Armor Permitted by Character Class

CLASS	MAX ARMOR	SHIELD
Cleric	Any	Any
Fighter	Any	Any
Paladin	Any	Any
Ranger	Any	Any
Magic-User	None	None
Thief	Elfin Chain Mail	None

Multiple Attacks for Fighter-Type Characters

CLASS-LEVEL	ATTACKS/ROUND
Fighter 1-6	1/1
Paladin 1-6	1/1
Ranger 1-7	1/1
Fighter 7-12	3/2
Paladin 7-12	3/2
Ranger 8-14	3/2
Fighter 13+	2/1
Paladin 13+	2/1
Ranger 15+	2/1

Armor Table

ARMOR TYPE	WEIGHT IN LB.	AC	MAXIMUM MOVEMENT ¹
None	0	10	12 squares
Shield ²	50	9	-
Leather	150	8	12 squares
Padded	100	8	9 squares
Studded	200	7	9 squares
Ring Mail	250	7	9 squares
Scale Mail	400	6	6 squares
Chain Mail	300	5	9 squares
Elfin Chain Mail	150	5	12 squares
Banded	350	4	9 squares
Splint Mail	400	4	6 squares
Plate	450	3	6 squares

1 A character carrying many objects, including a large number of coins, can be limited in movement to a minimum of 3 squares per turn.

2 A Shield subtracts 1 AC from any armor it is used with.

Weapons Table

NAME	DAMAGE VS. MAN SIZED	DAMAGE VS. LARGER THAN MAN SIZED	NUMBER OF HANDS	CLASS
Axe, Battle	1-8	1-8	1	f
Axe, Hand	1-6	1-4	1	f
Bow, Composite Long ¹	1-6	1-6	2	f
Bow, Composite Short ¹	1-6	1-6	2	f
Bow, Long ¹	1-6	1-6	2	f
Bow, Short ¹	1-6	1-6	2	f,th
Club	1-6	1-3	1	f,cl,th
Crossbow, Light ²	1-4	1-4	2	f
Dagger	1-4	1-3	1	f,mu,th
Dart	1-3	1-2	1	f,mu,th
Flail	2-7	2-8	1	f,cl
Halberd	1-10	2-12	2	f
Hammer	2-5	1-4	1	f,cl
Javelin	1-6	1-6	1	f
Mace	2-7	1-6	1	f,cl
Morning Star	2-8	2-7	1	f
Pick, Military	2-7	2-8	1	f
Pike, Awl	1-6	1-12	2	f
Scimitar	1-8	1-8	1	f,th
Sling	1-4	1-4	1	f,th, mu
Staff, Sling	1-8	2-8	2	f, cl
Staff, Quarter	1-6	1-6	2	f,mu,cl
Sword, Bastard	2-8	2-16	2	f
Sword, Broad	2-8	2-7	1	f,th
Sword, Long	1-8	1-12	1	f,th
Sword, Short	1-6	1-8	1	f,th
Sword, 2-Handed	1-10	3-18	2	f
Spear	1-6	1-8	1	f
Trident	2-7	3-12	1	f

1 Must have ready arrows to fire. Two Attacks per round.

2 Must have ready bolts to fire. One Attack per round.

f=fighter, cl=cleric, th=thief, mu=magic-user

Spell Parameters List

This is a listing of spells available to player characters as they gain in level. Following are abbreviations used in the list:

Cmbt = Combat only spell
Camp = Camp only spell
Both = Camp or Combat spell
T = Touch Range

All = All characters in combat
/lvl = per level of caster
targets = aim at each target
r = combat rounds

dia = diameter
rad = radius
t = turns

First Level Clerical Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Bless	Both	6	5 dia	6r
Curse	Cmbt	6	5 dia	6r
Cure Light Wounds	Both	T	1	-
Cause Light Wounds	Cmbt	T	1	-
Detect Magic	Both	0	1	1t
Protection from Evil	Both	T	1	3r/lvl
Protection from Good	Both	T	1	3r/lvl
Resist Cold	Both	T	1	1t/lvl

Second Level Clerical Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Find Traps	Camp	3	1	3t
Hold Person	Cmbt	6	1-3	4r+1/lvl
Resist Fire	Both	T	1	1t/lvl
Silence 15' Radius	Cmbt	12	3 dia	2r/lvl
Slow Poison	Both	T	1	1 hour/lvl
Snake Charm	Cmbt	3	All	5-8r
Spiritual Hammer	Cmbt	3	1	1r/lvl

Third Level Clerical Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Cure Blindness	Both	T	1	-
Cause Blindness	Cmbt	T	1	-
Cure Disease	Camp	T	1	-
Cause Disease	Cmbt	T	1	-
Dispel Magic	Both	6	3x3	-
Prayer	Both	0	All	1r/lvl
Remove Curse	Both	T	1	-
Bestow Curse	Cmbt	T	1	1t/lvl

Fourth Level Clerical Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Cure Serious Wounds	Both	T	1	-
Cause Serious Wounds	Cmbt	T	1	-
Neutralize Poison	Both	T	1	-
Poison	Cmbt	T	1	-
Protection from Evil 10' Radius	Both	T	2 dia	1r/lvl
Sticks to Snakes	Cmbt	3	1	2r/lvl

Fifth Level Clerical Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Cure Critical Wounds	Both	T	1	-
Cause Critical Wounds	Cmbt	T	1	-
Dispel Evil	Cmbt	T	1	1r/lvl
Flame Strike	Cmbt	6	1	-
Raise Dead	Camp	3	1	-
Slay Living	Cmbt	3	1	-

Sixth Level Clerical Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Blade Barrier	Cmbt	3	special	3r/lvl
Harm	Cmbt	T	1	-
Heal	Both	T	1	-

Seventh Level Clerical Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Destruction	Cmbt	T	1	-
Energy Drain	Cmbt	T	1	-
Resurrection	Camp	T	1	-
Restoration	Camp	T	1	-

First Level Druid Spells (For High-Level Rangers)

SPELL NAME	WHEN	RNG	AREA	DURATION
Detect Magic	Both	0	1	12r
Entangle	Cmbt	8	4 dia	1t
Faerie Fire	Cmbt	8	8 dia	4r/lvl
Invisibility to Animals	Both	T	1	1t+1r/lvl

Second Level Druid Spells (For High-Level Rangers)

SPELL NAME	WHEN	RNG	AREA	DURATION
Barkskin	Both	T	Creature	4r+1r/lvl Charm
Person/Mammal	Cmbt	8	1	special

Third Level Druid Spells (For High-Level Rangers)

SPELL NAME	WHEN	RNG	AREA	DURATION
Cure Disease	Camp	T	1	-
Hold Animal	Cmbt	8	1-4	2r/lvl
Neutralize Poison	Both	T	1	-
Protection from Fire	Both	T	1	Special

First Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Burning Hands	Cmbt	T	3 squares	-
Charm Person	Cmbt	12	1	-
Detect Magic	Both	6	1	2r/lvl
Enlarge	Both	.5/lvl	1	1t/lvl
Reduce	Both	.5/lvl	1	-
Friends	Cmbt	0	All	1r/lvl
Magic Missile	Cmbt	6+lvl	1	-
Protection from Evil	Both	T	1	2r/lvl
Protection from Good	Both	T	1	2r/lvl
Read Magic	Camp	0	1	2r/lvl
Shield	Cmbt	0	1	5r/lvl
Shocking Grasp	Cmbt	T	1	-
Sleep	Cmbt	3+lvl	1-16	5r/lvl

Second Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Detect Invisibility	Both	1/lvl	1	5r/lvl
Invisibility	Both	T	1	special
Knock	Camp	6	1/lvl	-
Mirror Image	Both	0	1	2r/lvl
Ray of Enfeeblement	Cmbt	1+25/lvl	1	1r/lvl
Stinking Cloud	Cmbt	3	2x2	1r/lvl
Strength	Both	T	1	6t/lvl

Third Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Blink	Both	0	1	1r/lvl
Dispel Magic	Both	12	3x3	-
Fireball	Cmbt	10+lvl	7 dia	-
Haste	Both	6	4x4	3r+1/lvl
Hold Person	Cmbt	12	1-4	2r/lvl
Invisibility 10' Radius	Both	T	2 dia	special
Lightning Bolt	Cmbt	4+lvl	4,8	-
Protection from Evil 10'	Both	T	2 dia	2r/lvl
Protection from Good 10'	Both	T	2 dia	2r/lvl
Protection from Normal Missile	Both	T	1	1t/lvl
Slow	Cmbt	9+lvl	4x4	3r+1/lvl

Fourth Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Charm Monster	Cmbt	6	1	special
Confusion	Cmbt	12	2-16	2r+1/lvl
Dimension Door	Cmbt	0	1	-
Fear	Cmbt	0	6x3 cone	1r/lvl
Fire Shield (2 Types)	Both	0	1	2r+1/lvl
Fumble	Cmbt	1/lvl	1	1r/lvl
Ice Storm (Dmg only)	Cmbt	1/lvl	4 dia	-
Min Globe of Invulnerability	Both	0	1	1r/lvl
Remove Curse	Both	T	1	-
Bestow Curse	Cmbt	T	1	1t/lvl

Fifth Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Cloudkill	Cmbt	1	3x3	1r/lvl
Cone of Cold	Cmbt	0	.5/lvl cone	-
Feeblemind	Cmbt	1/lvl	1	-
Hold Monster	Cmbt	.5/lvl	1-4	1r/lvl

Third Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Blink	Both	0	1	1r/lvl
Dispel Magic	Both	12	3x3	-
Fireball	Cmbt	10+lvl	7 dia	-
Haste	Both	6	4x4	3r+1/lvl
Hold Person	Cmbt	12	1-4	2r/lvl
Invisibility 10' Radius	Both	T	2 dia	special
Lightning Bolt	Cmbt	4+lvl	4,8	-
Protection from Evil 10'	Both	T	2 dia	2r/lvl
Protection from Good 10'	Both	T	2 dia	2r/lvl
Protection from Normal Missile	Both	T	1	1t/lvl
Slow	Cmbt	9+lvl	4x4	3r+1/lvl

Fourth Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Charm Monster	Cmbt	6	1	special
Confusion	Cmbt	12	2-16	2r+1/lvl
Dimension Door	Cmbt	0	1	-
Fear	Cmbt	0	6x3 cone	1r/lvl
Fire Shield (2 Types)	Both	0	1	2r+1/lvl
Fumble	Cmbt	1/lvl	1	1r/lvl
Ice Storm (Dmg only)	Cmbt	1/lvl	4 dia	-
Min Globe of Invulnerability	Both	0	1	1r/lvl
Remove Curse	Both	T	1	-
Bestow Curse	Cmbt	T	1	1t/lvl

Fifth Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Cloudkill	Cmbt	1	3x3	1r/lvl
Cone of Cold	Cmbt	0	.5/lvl cone	-
Feeblemind	Cmbt	1/lvl	1	-
Hold Monster	Cmbt	.5/lvl	1-4	1r/lvl

Sixth Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Death Spell	Cmbt	1	.5 /lvl	-
Disintegrate	Cmbt	.5/lvl	Special	-
Globe of Invulnerability	Both	0	1	1r/lvl
Stone to Flesh	Both	1/lvl	1	-
Flesh to Stone	Cmbt	1/lvl	1	-

Seventh Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Delayed Blast Fire Ball	Cmbt	10+1/lvl	7 dia	Special
Mass Invisibility	Both	1/lvl	Special	Special
Power Word, Stun	Cmbt	.5/lvl	1	Special

Eighth Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Mass Charm	Cmbt	.5/lvl	Special	Special
Mind Blank	Both	3	1	1 day
Otto's Irresistible Dance	Cmbt	T	1	2-5r
Power Word, Blind	Cmbt	.5/lvl	3 dia	Special

Ninth Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Meteor Swarm	Cmbt	4+1/lvl	Special	-
Monster Summoning	Cmbt	0	Special	1 battle
Power Word, Kill	Cmbt	.25/lvl	Special	-

Level Advancement Tables

The following charts show the amount of experience a character must earn in order to gain a level in his character class. The charts also list the number of spells that a character can have memorized at one time. Fighters and Thieves can never memorize spells.

Remember that all experience earned by a non-human, multiple-class character is divided by the number of classes the character has. The experience is divided even after the character has reached his maximum level in a particular class. A Human dual-class character only earns experience in his second class. The character cannot use the abilities of his first class until his level in his second class exceeds his level in his first class.

Magic-User

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF MAGIC-USER SPELLS PER LEVEL								
			1	2	3	4	5	6	7	8	9
1	0-2,500	1d4	1	-	-	-	-	-	-	-	-
2	2,501-5,000	2d4	2	-	-	-	-	-	-	-	-
3	5,001-10,000	3d4	2	1	-	-	-	-	-	-	-
4	10,001-22,500	4d4	3	2	-	-	-	-	-	-	-
5	22,501-40,000	5d4	4	2	1	-	-	-	-	-	-
6	40,001-60,000	6d4	4	2	2	-	-	-	-	-	-
7	60,001-90,000	7d4	4	3	2	1	-	-	-	-	-
8	90,001-135,000	8d4	4	3	3	2	-	-	-	-	-
9	135,001-250,000	9d4	4	3	3	2	1 ¹	-	-	-	-
10	250,001-375,000	10d4	4	4	3	2	2	-	-	-	-
11	375,001-750,000	11d4	4	4	4	3	3	-	-	-	-
12	750,001-1,125,000	11d4+1	4	4	4	4	4	1 ²	-	-	-
13	1,125,001-1,500,000	11d4+2	5	5	5	4	4	2	-	-	-
14	1,500,001-1,875,000	11d4+3	5	5	5	4	4	2	1 ³	-	-
15	1,875,001-2,250,000	11d4+4	5	5	5	5	5	2	1	-	-
16	2,250,001-2,625,000	11d4+5	5	5	5	5	5	3	2	1 ⁴	-
17	2,625,001-3,000,000	11d4+6	5	5	5	5	5	3	3	2	-
18	3,000,001-3,375,000	11d4+7	5	5	5	5	5	3	3	2	1 ⁵

Each level after 18th requires 375,000 experience points and character gains 1 hit point.

1 Usable only with 10+ Intelligence. 2 Usable only with 12+ Intelligence. 3 Usable only with 14+ Intelligence. 4 Usable only with 16+ Intelligence. 5 Usable only with 18+ Intelligence.

Cleric

LEVEL	Hit EXPERIENCE	DICE	NUMBER OF CLERIC SPELLS PER LEVEL						
			1	2	3	4	5	6	7
1	0-1,500	1d8	1	-	-	-	-	-	-
2	1,501-3,000	2d8	2	-	-	-	-	-	-
3	3,001-6,000	3d8	2	1	-	-	-	-	-
4	6,001-13,000	4d8	3	2	-	-	-	-	-
5	13,001-27,500	5d8	3	3	1	-	-	-	-
6	27,501-55,000	6d8	3	3	2	-	-	-	-
7	55,001-110,000	7d8	3	3	2	1	-	-	-
8	110,001-225,000	8d8	3	3	3	2	-	-	-
9	225,001-450,000	9d8	4	4	3	2	1	-	-
10	450,001-675,000	9d8+2	4	4	3	3	2	-	-
11	675,001-900,000	9d8+4	5	4	4	3	2	1 ¹	-
12	900,001- 1,125,000	9d8+6	6	5	5	3	2	2	-
13	1,125,001-1,350,000	9d8+8	6	6	6	4	2	2	-
14	1,350,001-1,575,000	9d8+10	6	6	6	5	3	2	-
15	1,575,001-1,800,000	9d8+12	7	7	7	5	4	2	-
16	1,800,001-2,025,000	9d8+14	7	7	7	6	5	3	1 ²
17	2,025,001-2,250,000	9d8+16	8	8	8	6	5	3	1
18	2,250,001-2,475,000	9d8+18	8	8	8	7	6	4	1

Each level after 18th requires 225,000 experience points and character gains 2 hit points. 1 Usable only with 17+ wisdom. 2 Usable only with 18+ wisdom.

Cleric's Bonus Spells

WISDOM	1	2	3	4
9-12	-	-	-	-
13	+1	-	-	-
14	+2	-	-	-
15	+2	+1	-	-
16	+2	+2	-	-
17	+2	+2	+1	-
18	+2	+2	+1	+1

Note that these bonus spells are only available when the cleric is entitled to spells of the applicable level. Thus an 8th-level cleric with a Wisdom of 18 can memorize the following spells:

	NUMBER OF SPELLS				
	1	2	3	4	5
8th-Level Cleric with 18 Wisdom	5	5	4	3	-

Ranger

LEVEL	EXPERIENCE	Hit Dice	NUMBER OF SPELLS PER LEVEL				MAGIC-USER	
			DRUID 1	2	3		1	2
1	0-2,250	2d8	-	-	-		-	-
2	2,251-4,500	3d8	-	-	-		-	-
3	4,501-10,000	4d8	-	-	-		-	-
4	10,001-20,000	5d8	-	-	-		-	-
5	20,001-40,000	6d8	-	-	-		-	-
6	40,001-90,000	7d8	-	-	-		-	-
7	90,001-150,000*	8d8	-	-	-		-	-
8	150,001-225,000	9d8	1	-	-		-	-
9	225,001-325,000	10d8	1	-	-		1	-
10	325,001-650,000	11d8	2	-	-		1	-
11	650,001-975,000	11d8+2	2	-	-		2	-
12	975,001-1,300,000	11d8+4	2	1	-		2	-
13	1,300,001-1,625,000	11d8+6	2	1	-		2	1
14	1,625,001-1,950,000	11d8+8	2	2	-		2	1
15	1,950,001-2,275,000	11d8+10	2	2	-		2	2
16	2,275,001-2,600,000	11d8+12	2	2	1		2	2
17	2,600,001-2,925,000	11d8+14	2	2	2		2	2*
18	2,925,001-3,250,000	11d8+16	2	2	2		2	2

Each level after 18th requires 325,000 experience points and character gains 2 hit points.

* Maximum spell ability

Paladin

LEVEL	EXPERIENCE	Hit Dice	NUMBER OF CLERICAL SPELLS PER LEVEL			
			1	2	3	4
1	0-2,750	1d10	-	-	-	-
2	2,751-5,500	2d10	-	-	-	-
3	5,501-12,000	3d10	-	-	-	-
4	12,001-24,000	4d10	-	-	-	-
5	24,001-45,000	5d10	-	-	-	-
6	45,001-95,000	6d10	-	-	-	-
7	95,001-175,000	7d10	-	-	-	-
8	175,001-350,000	8d10	-	-	-	-
9	350,001-700,000	9d10	1	-	-	-
10	700,001-1,050,000	9d10+3	2	-	-	-
11	1,050,001-1,400,000	9d10+6	2	1	-	-

Paladin continues...

Paladin continued...

LEVEL	EXPERIENCE	Hit Dice	NUMBER OF CLERICAL SPELLS PER LEVEL			
			1	2	3	4
12	1,400,001-1,750,000	9d10+9	2	2	-	-
13	1,750,001-2,100,000	9d10+12	2	2	1	-
14	2,100,001-2,450,000	9d10+15	3	2	1	-
15	2,450,001-2,800,000	9d10+18	3	2	1	1
16	2,800,001-3,150,000	9d10+21	3	3	1	1
17	3,150,001-3,500,000	9d10+24	3	3	2	1
18	3,500,001-3,850,000	9d10+27	3	3	3	1

Each level after 18th requires 350,000 experience points and character gains 3 hit points.

Fighter

LEVEL	EXPERIENCE	DICE
1	0-2,000	1d10
2	2,001-4,000	2d10
3	4,001-8,000	3d10
4	8,001-18,000	4d10
5	18,001-35,000	5d10
6	35,001-70,000	6d10
7	70,001-125,000	7d10
8	125,001-250,000	8d10
9	250,001-500,000	9d10
10	500,001-750,000	9d10+3
11	750,001-1,000,000	9d10+6
12	1,000,001-1,250,000	9d10+9
13	1,250,001-1,500,000	9d10+12
14	1,500,001-1,750,000	9d10+15
15	1,750,001-1,925,000	9d10+18
16	2,000,001-2,250,000	9d10+21
17	2,500,001-2,750,000	9d10+24
18	3,000,001-3,250,000	9d10+27

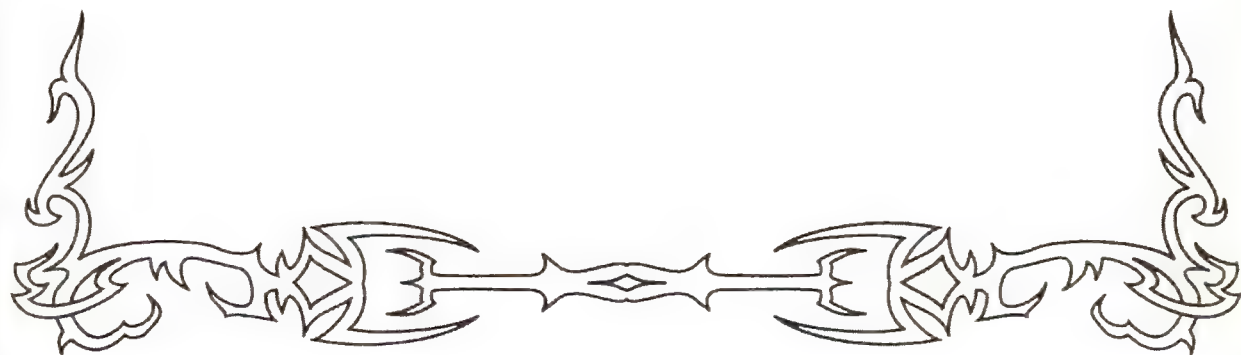
Each level after 18th requires 250,000 experience points and character gains 3 hit points.

Thief

LEVEL	EXPERIENCE	Hit Dice
1	0-1,250	1d6
2	1,251-2,500	2d6
3	2,501-5,000	3d6
4	5,001-10,000	4d6
5	10,001-20,000	5d6
6	20,001-42,500	6d6
7	42,501-70,000	7d6
8	70,001-110,000	8d6
9	110,001-160,000	9d6
10	160,001-220,000	10d6
11	220,001-440,000	10d6+2
12	440,001-660,000	10d6+4
13	660,001-880,000	10d6+6
14	880,001-1,100,000	10d6+8
15	1,100,001-1,320,000	10d6+10
16	1,320,001-1,540,000	10d6+12
17	1,540,001-1,760,000	10d6+14
18	1,760,001-1,980,000	10d6+16

Each level after 18th requires 220,000 experience points and character gains 2 hit points.

Hillsfar
Ref Card



Hillsfar

Installing the Game :

1. Place the Forgotten Realms CD with **Hillsfar** into your CD-ROM drive.
2. Access the drive containing the CD.
3. Go into the "HILLSFAR" directory and enter "Install".
4. Follow the on-screen prompts.

TO TRANSFER POOL OF RADIANCE or CURSE OF THE AZURE BONDS
CHARACTERS TO HILLSFAR

BEFORE YOU TRANSFER CHARACTERS :

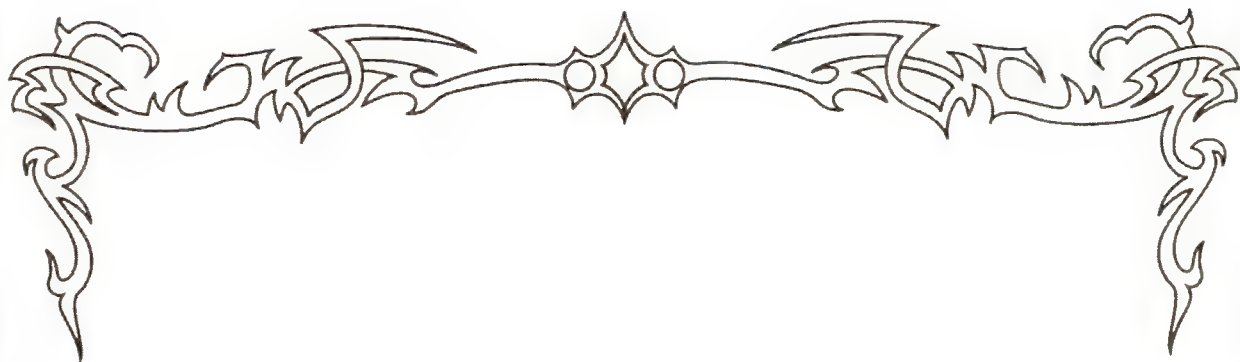
In the Pool of Radiance or Curse of the Azure Bonds game, go to any training area and use the "**Remove characters from party**" option. Repeat this step for each character you wish to use in Hillsfar.

TRANSFER CHARACTERS TO A HILLSFAR SAVE GAME DISK:

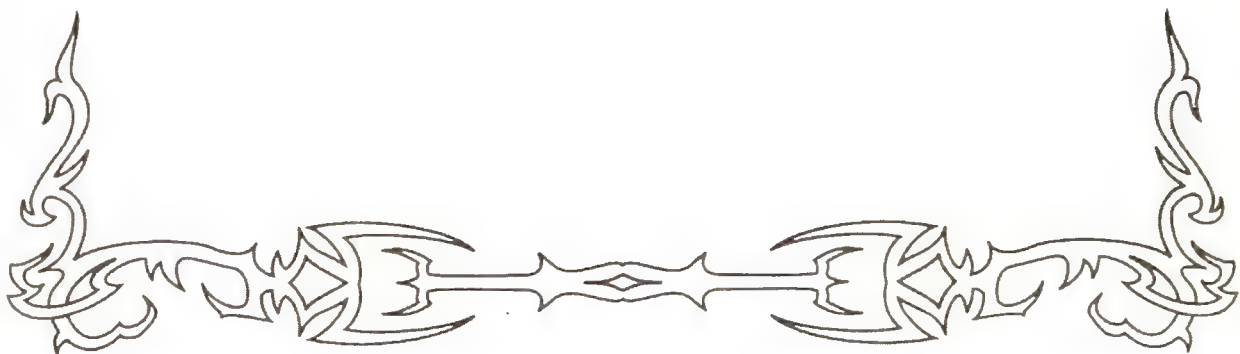
Run the **COPYHILL** utility and follow its instructions.

USING TRANSFERRED CHARACTERS:

Simply follow the load instructions and the transfer character instructions as described in the rule book.



Eye of the
Beholder Trilogy
Ref Card



Eye of the Beholder Trilogy

REQUIREMENTS FOR EYE OF THE BEHOLDER:

The minimum system requirements for EYE1 are:

640K of RAM A Hard Drive with 3.2 MB free MS-DOS 3.3, 4.01, 5.0, or 6.0

Color Monitor VGA, MCGA, EGA, CGA, or Tandy 16-color graphics

The minimum amount of RAM required to play the game fully-featured (all features available at recommended speed of play) is:

565,000 BYTES OF FREE BASE RAM

0 BYTES OF FREE EMS/XMS

Note: hard drive size and total system memory available have no bearing on free RAM.

To check your free RAM, type **CHKDSK** from within the DOS directory. The free base RAM is listed as "BYTES FREE" on the bottom line of the CHKDSK display. Compare the listed amount to the amount of free memory required by the game. If your amount is lower than the game requires, read the instructions given under the "Memory" section of this data card.

REQUIREMENTS FOR EYE OF THE BEHOLDER II :

The minimum system requirements for EYE2 are :

640 K of RAM A Hard Drive with 3.8 MB free MS-DOS 3.3, 4.01, 5.0, 6.0 Color Monitor VGA, MCGA or EGA

The minimum amount of RAM required to play the game fully-featured (all features available at recommended speed of play) is:

570,000 BYTES OF FREE BASE RAM

0 BYTES OF FREE EMS/XMS

The minimum system requirements for EYE3 are:

640K of RAM (4MB Recommended) A Hard Drive with 9.5 MB free MS-DOS 3.3, 4.01, 5.0, 6.0 Color Monitor VGA graphics Microsoft Mouse or 100% compatible A disk cache (recommended for greater speed)

The minimum amount of RAM required to play the game fully-featured (includes digitized sound effects or disk cache) is:

575,000 BYTES OF FREE BASE RAM

2,097,152 BYTES OF FREE EMS

The minimum amount of RAM required to play the game partially featured (includes digitized sound effects or disk cache) is:

575,000 BYTES OF FREE BASE RAM

1,048,576 BYTES OF FREE EMS

The minimum amount of RAM required to run (no digitized sounds or disk cache) the game is:

575,000 BYTES OF FREE BASE RAM

0 BYTES OF FREE EMS

Installing the games :

1. To install the game, place the EYE OF THE BEHOLDER CD in your CD-ROM drive. Access the drive.
2. Go to the
EYE directory to install EYE OF THE BEHOLDER
EYE 2 directory to install EYE OF THE BEHOLDER II
EOB 3 directory to install EYE OF THE BEHOLDER III
3. Type **INSTALL** and then press Return.
4. Follow all the on-screen prompts.

CONFIGURING THE GAME

At this point, you may modify the following configuration features for your particular system. Follow the instructions as they appear on screen for each game.

NOTE: You must configure each game individually. EYE1 asks for configuration specifications each time you start the game. EYE2 must be configured before starting for the first time by typing **SETUP**. EYE3 configuration takes place immediately after install. Sound may be reconfigured by typing **SOUND** at a later time.

Input Device : The mouse (item manipulation) used in conjunction with the keyboard (movement) is recommended for EYE1 and EYE2. The mouse is required for EYE3.

Sound Device : Select the type of sound on your system. Available choices vary from game to game.

STARTING THE GAME

1. Boot your system normally with MS-DOS 3.3, 4.01, 5.0, or 6.0. To play EYE 3 partially or fully-featured, a commercial memory manager, such as QEMM, that allows you to make use of EMS is required for DOS version 3.3 and 4.01.
2. Be sure you keypad's **NUMBERLOCK** is turned off.
3. Be sure that the hard disk containing the game is the active drive.
4. Change the current directory to the game's directory. For example, to change to the default directory for EYE 1, EYE2, or EYE3 type **CD\EYE1**, **CD\EYE2** or **CD\EOB3** respectively, and press Enter/Return.
5. Type **START** for EYE1 and EYE2, or **EYE** for EYE3 and press Enter/Return to start the game.

COPY PROTECTION

To answer the verification question, find the indicated symbol (EYE1) or page and word (EYE2 and EYE3) in the copy protection answer section.

SAVING GAMES

EYE1 allows only one save. EYE2 and EYE3 allow multiple saves. Saved games must be saved to the hard drive.

GETTING STARTED QUICKLY

To begin any of the games right away, select the load game option from the opening menu and load the existing save.

PLAYING EYE1, EYE2, or EYE3

For complete and specific "how to play" information, please refer to the appropriate manual.

TRANSFERRING A PARTY FROM EYE1 TO EYE2

To transfer a party use DOS's COPY command to copy the file EOBDATA.SAV from the EYE1 directory to the EYE2 directory. After the game starts, choose the **TRANSFER EOB 1 PARTY** option from the opening menu. Play proceeds once the EYE1 party is loaded into the game. Transferred characters retain most of their items. The spells stone skin and flame arrow are not supported in EYE2.

TRANSFERRING A PARTY FROM EYE2 TO EYE3

From the EYE 3 directory, type CHARCOPY. Follow the on-screen prompts to inform the program where your EYE2 saves are located. Select the drive and path name of where these files are located and press Enter/Return. The utility locates the saves and lists them by the names you gave them. The save game listed as FINAL (Game Finished) is the save game for those of you who completed EYE2 successfully. Select the save game you wish to transfer. When the utility is finished, type EYE to start EYE3. Select the **SUMMON THE HEROES OF DARK-MOON** option from the opening menu. Transferred characters will retain most of their equipment. Only the first four characters in a party will be transferred, including NPC's.

TROUBLESHOOTING

This section provides you with several easy steps to solve some common problems. Lack of memory is the most common and the "Memory" section is a good place to start.

MEMORY

EYE1, EYE2 and EYE3 require 565,000 or 575,000 bytes of free base memory to run respectively. Read the front page of this data card to find out how to check your free RAM. A computer with 16 megabytes of RAM can easily run out of free base memory. If you do not have enough free base memory, the game may tell you in the form of an error message, begin to run poorly, or not at all. If you have found that your free RAM is too low, you can correct this by adjusting your CONFIG.SYS and AUTOEXEC.BAT files that work for DOS 5.0 or higher only. DOS 3.3 and 4.01 require a commercial memory program to make use of EMS. See the following section for instructions on editing these files. Remember: altering these files may affect the way other programs run on your machine, so save copies of

your current files.

CONFIGSYS

FILES=25

BUFFERS=25

DEVICE=C:\DOS\HIMEM.SYS

DEVICE=C:\DOS\EMM386.EXE2560

DOS=HIGH,UMB

AUTOEXEC.BAT

PATH=C:\;C:\DOS;C:\MOUSE

PROMPT \$P\$G

LOADHIGH MOUSE

Another way to free more memory without changing your normal system configuration is to create a boot disk. A boot disk is the best way to temporarily change your system's configuration without possible side effects. A generic way to create a boot disk is as follows: Place a blank disk in your A: drive. **NOTE:** It must be your A: drive to operate properly. At the DOS prompt, type **FORMAT A:/S** and then press Enter/Return. After the boot disk is finished formatting, you may wish to create **CONFIG.SYS** or **AUTOEXEC.BAT** files on the boot disk.

EDITING YOUR CONFIG.SYS OR AUTOEXEC.BAT FILES

MS-DOS comes with a text editor. If you need to change or create a file, type **EDIT filename** (replace the word filename with the appropriate name of the file).

NOTE: You should back-up or copy your original **CONFIG.SYS** and **AUTOEXEC.BAT** files before altering them so you can restore them to their original configurations.

SOUND CARDS

If you are experiencing problems with your sound card, try running the diagnostic software that comes with your card. **80% of all sound card problems are due to mistaken configurations.**

If you are running a sound card that is not listed on the box label of this game, or are running a sound card in an emulation mode, your results may not be optimal. This game was tested only on the listed cards.

If you are experiencing problems with the game, try configuring the game for no sound. If the game will now run normally (but without sound, of course), then you probably need to reconfigure your sound. Type the proper configuration command in the appropriate game directory, correct the IRQ setting, and try starting the game again. If your game still will not run, consult the manual that came with your sound card for diagnostic procedures.

NOTE: The Pro Audio Spectrum sound card in **EYE3** is supported in Sound Blaster mode. Make sure that the following line is in your **CONFIG.SYS** file:

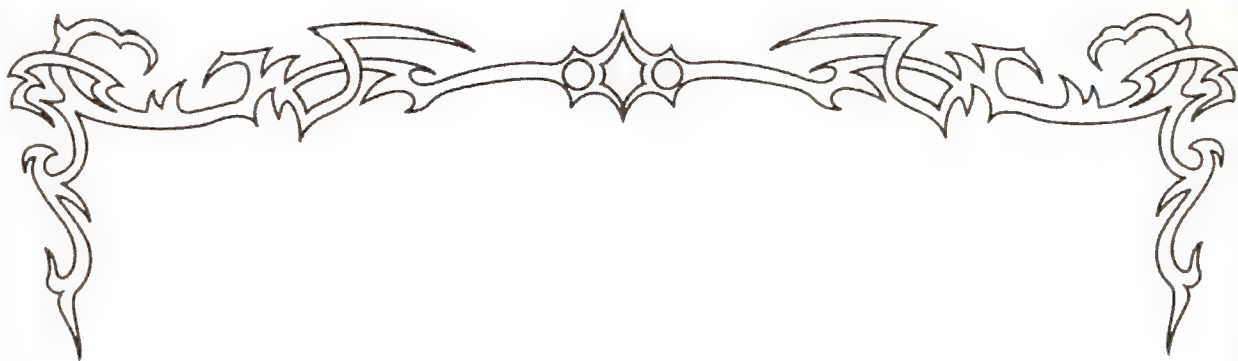
DEVICE = C:\PROAUDIO\MVSOUND.SYSd:1Q:7 (or Q:5)

If this line is not in your **CONFIG.SYS**, consult your Pro Audio Spectrum manual for details on how to install sound card software.

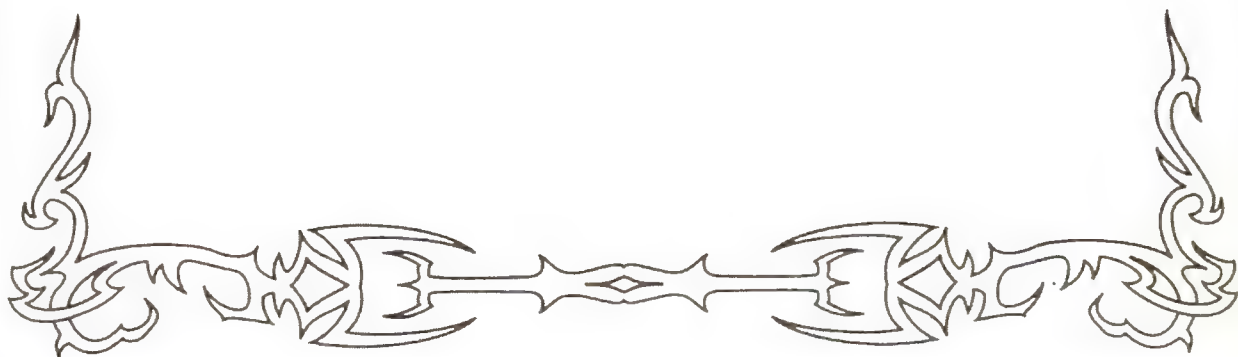
MOUSE SETUP

If your mouse is not functioning, you should make sure the driver has been loaded. **Windows and other programs of its type have built-in mouse drivers that do not function outside of their environment.** Loading a mouse driver may be as simple as typing **MOUSE** (and pressing Enter/Return) before starting the game. Since the command differs from mouse to mouse, consult your mouse user's guide.

If your mouse is acting erratically, it may be due to a software conflict or it may not be fully compatible with this game. Check with the mouse manufacturer to see if there is an updated mouse driver available.



Dungeon Hack Ref Card



Dungeon Hack

REQUIREMENTS

The minimum system requirements for this game are :

2MB of RAM
MS-DOS 5.0 or 6.0
386/25 MHz processor
A CD-ROM Drive

VGA graphics and a color monitor
A Hard Drive with 12 MB free
A 100% Microsoft Compatible Mouse

In addition to the basic system requirements, you must also have 3.1 megabytes of space free on your hard drive for saved games. Each saved game will require approximately 255K of disk space.

The minimum amount of RAM required to play the game fully-featured is :

575,000 BYTES OF FREE BASE RAM
960,000 BYTES OF FREE EMS (To Have Digitized Sound Effects)
1,048,576 BYTES OF FREE XMS (To Have Optimal Game Performance)

The minimum amount of RAM required to **run*** the game is :

575,000 BYTES OF FREE BASE RAM
960,000 BYTES OF FREE XMS (To Run the Game)

***Features disabled in this configuration: no digitized sound effects are available.**

If you must run the game with less than 960K of XMS, the game may begin in "Reduced Decoration Mode" where decorative graphics are not displayed.

If you have enough memory but simply want to speed up game play, you may switch between "Reduced Decoration Mode" and "Full Decoration Mode" by pressing the F1 key at any time.

Note: hard drive size and total system memory available have no bearing on free RAM.

To check your free RAM, type CHKDSK from within the DOS directory. The free base RAM is listed as "BYTES FREE" on the bottom line of the CHKDSK display. Compare the listed amount to the amount of free memory required by the game. If your amount is lower than the game requires, read the instructions given under the "Memory" section of this data card.

Installing the Game :

1. Place the Forgotten Realms CD with **DUNGEON HACK** into your CD-ROM drive.
2. Access the drive containing the CD.
3. Go into the "HACK" directory and enter "Install".
4. Follow the on-screen prompts.

CONFIGURING THE GAME

After installation, you may modify the sound configuration for your particular system. Select the type of sound on your system. Valid selections are: Roland, Sound Blaster Regular/Pro, Adlib, Media Vision Thunderboard, PC Speaker, or None. If you wish to change the sound configuration after installation, simply type SOUND (and then press Enter/Return) while in the game directory and follow the on-screen prompts.

STARTING THE GAME

1. Boot your system normally with MS-DOS 5.0 or 6.0.
2. Be sure that the hard disk containing the game is the active drive.
3. Change the current directory to the game's directory. For example, to change to the default directory type **CD\HACK** and press Enter/Return.
4. Type **HACK** and press Enter/Return to start the game.

COPY PROTECTION

To answer the verification question, find the indicated page, the indicated heading, and word in the copy protection answer section. Do not count headings or titles when you count words. For example, on page 11, under the heading "Single Class vs. Multi-Class" the fourth word is "dedicates".

SAVING GAMES

You may only save your games to your hard drive. Save games require approximately 255K of disk space each. There are 12 "slots" available for saved games, so the total amount of disk space needed could total over 3.1 megabytes.

RULE BOOK ERRATA WITH THE ON-LINE MANUAL **PLEASE BE AWARE OF THESE GAME CHANGES!**

Page 4, paragraph 4: the first and last sentences of this paragraph no longer apply.

Page 36: Eighth- and ninth-level mage spells as noted on this page are not in the game.

PLAYING DUNGEON HACK

For complete and specific "how to play" information, please refer to the manual.

Keyboard Support

The following are the keyboard commands supported in DUNGEON HACK™.

C	Camp
F1	Toggles Reduced Decoration Mode/Full Decoration Mode.

Camp Menu Keys

P	Pray for Spells	B or <ESC>	Break Camp (Return to game)
M	Memorize Spells	E or X	Exit the game
S	Save a Game	R	Restore a Saved Game

Keypad Keys

Note that NUM LOCK must be turned off.

7	Turn Left	8	Move Forward	9	Turn Right
4	Move Left	5	Move Backward	6	Move Right
		2	Move Backward		

Getting Started Quickly

To exit the animated introduction and access the opening menu, simply press the ESC key. Select the CHOOSE CHARACTER option from the opening menu and then choose any one of the pre-generated characters. Use this character to explore the game interface. If you wish to create your own character, choose the CREATE CHARACTER option from the opening menu.

TROUBLESHOOTING

This section provides you with several easy steps to solve some common problems. Lack of free memory is the most common and the "Memory" section is a good place to start.

MEMORY

This game requires 575,000 bytes of free base memory to run. Read the front page of this data card to find out how to check your free RAM. A computer with 16 megabytes of RAM can easily run out of free base memory. If you do not have enough free base memory, the game may tell you in the form of an error message, begin to run poorly, or not run at all. If you have found that your free RAM is too low, you can correct this by adjusting your CONFIG.SYS and AUTOEXEC.BAT files or by creating a bootable disk. Below are sample CONFIG.SYS and AUTOEXEC.BAT files for DOS 6.0 users. See the following section for instructions on editing these files. Remember : altering these files may affect the way other programs run on your machine, so save copies of your current files.

For DOS 6.0 Users

CONFIG.SYS

```
FILES=25
BUFFERS=25
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE 1024
DOS=HIGH,UMB
```

AUTOEXEC.BAT

```
PATH=C:\;C:\DOS;C:\MOUSE
PROMPT $P$G
LOADHIGH MOUSE
LOADHIGH C:\DOS\SMARTDRV.EXE 512
```

For DOS 5.0 Users

Make sure the following modifications to the files above.

- Add to the CONFIG.SYS
DEVICEHIGH=C:\DOS\SMARTDRV.SYS 512
- Remove from the AUTOEXEC.BAT
LOADHIGH C:\DOS\SMARTDRV.EXE 512

Another way to free more memory without changing your normal system configuration is to create a boot disk. A boot disk is the best way to temporarily change your system's configuration without possible side effects.

Create a boot disk by placing a blank disk in your A: drive. (NOTE: It must be your A: drive to operate properly.) Next, at the DOS prompt, type **FORMAT A:/S** and then press Enter/Return. After the boot disk is finished formatting, you may wish to create CONFIG.SYS and/or AUTOEXEC.BAT files on the boot disk. Please refer to your DOS manual for instructions on how to create these two files.

To start the game with this boot disk :

- 1) Place your boot disk in your A: drive.
- 2) Reboot your machine (Ctrl-Alt-Del on the keyboard, or hit the reset button).

After your machine reboots, make your hard drive the active drive and change to the directory where you have installed the game. Once in the game directory type HACK to start the game.

EDITING YOUR CONFIG.SYS OR AUTOEXEC.BAT FILES

MS-DOS comes with a text editor. If you need to change or create a file, type EDIT filename (replace the word filename with the appropriate name of the file).

NOTE: You should back-up or copy your original CONFIG.SYS and AUTOEXEC.BAT files before altering them so you can restore them to their original configurations.

SOUND CARDS

If you are experiencing problems with your sound card, try running the diagnostic software that comes with your card. **80% of all sound card problems are due to mistaken configurations.**

If you receive the message NO DIGITIZED SOUNDS when the game first loads, you need to free up more EMS. DUNGEON HACK™ requires at least **960,000** bytes of free EMS for the digitized sound effects.

If you are running a sound card that is not listed on the box label of this game, or are running a sound card in an emulation mode, your results may not be optimal. This game was tested only on the listed cards.

If you are experiencing problems with the game, try configuring the game for no sound. If the game will now run normally (but without sound, of course), then you

probably need to reconfigure your sound. Type **SOUND** at the game directory, correct the IRQ setting, and try starting the game again. If your game still will not run, consult the manual that came with your sound card for diagnostic procedures.

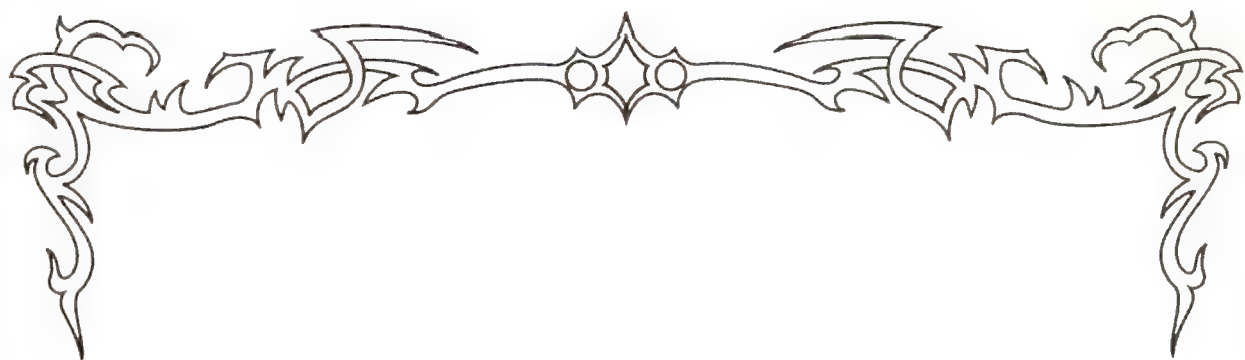
MOUSE SETUP

If your mouse is not functioning, you should make sure the driver has been loaded. **Windows and other programs of its type have built-in mouse drivers that do not function outside of their environment.** Loading a mouse driver may be as simple as typing **MOUSE** (and pressing Enter/Return) before starting the game. Since the command differs from mouse to mouse, consult your mouse user's guide.

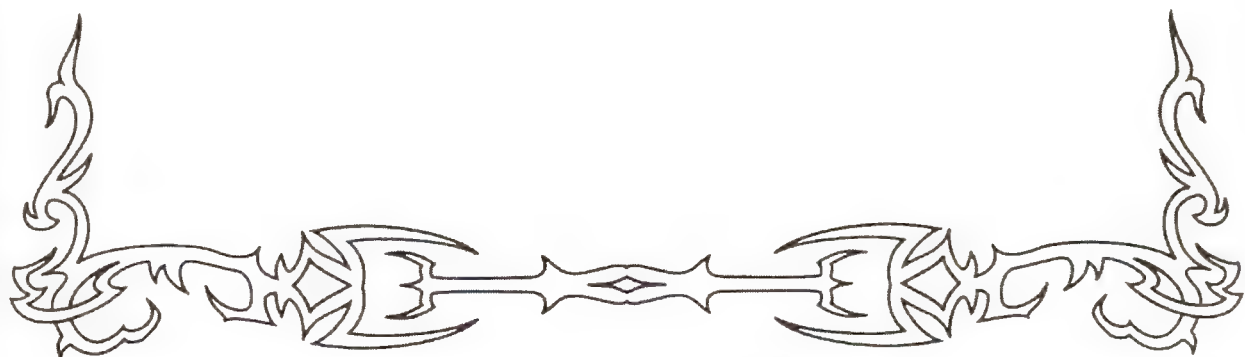
If your mouse is acting erratically, it may be due to a software conflict or it may not be fully compatible with this game. Check with the mouse manufacturer to see if there is an updated mouse driver available.

GATEWAY TO THE SAVAGE FRONTIER
**ADVENTURER'S
JOURNAL**





Gateway to the
Savage Frontier
Ref Card



Gateway to the Savage Frontier

System Requirements : To play this game you must have an IBM or compatible computer with at least 640K of system memory; a hard drive and a CD-ROM drive; and a VGA, MCGA, EGA, Tandy 16 color, or CGA graphics adapter. Your hard disk must have at least 2.0 megabytes of available hard drive space to install the game.

RAM resident programs may reduce your available system memory below the minimum required for this game. Some memory management software may interfere with the sound effects. The mouse and joystick do not work with Tandy 16 color graphics. If you have a Tandy, be sure the printer is on.

Installing the Game :

1. Place the FORGOTTEN Realms CD with **GATEWAY TO THE SAVAGE FRONTIER** into your CD-ROM drive.
2. Access the drive containing the CD.
3. Go into the "GATEWAY" directory and enter "Install".
4. Follow the on-screen prompts.

Starting the Game : Boot your computer with DOS version 2.11 or higher. If you are going to use a mouse, make sure that your mouse driver is loaded before starting the game.

When playing from a hard disk, access the GATEWAY directory, type START and press the ENTER key. When playing from floppy drives, place your Play Disk 1/2 in the drive, access the drive, type START, and press the ENTER key. When playing from floppies, you must keep Play Disk 1/2 in the drive at all times. When the game asks for a disk, insert the required disk in the other drive and press the ENTER key.

The first time you play, configure the game for your system's hardware. Select a sound type, graphics card, save path, music on/off and input type. In future play sessions, press ENTER at the first prompt to use your current configuration or press the SPACE bar to reconfigure for a new sound/graphics card or input device.

Most people accept the default path to the SAVE directory. The default save path is set for the SAVE subdirectory on your active drive if you are using a hard drive or the SAVE subdirectory on the non-active drive if you are using floppies. The SAVE subdirectory is created automatically when you first save a game or character.

If you wish to save to another drive, type that drive letter followed by a colon, a back slash and the subdirectory name. Example: To save to the SAVE subdirectory on drive B, type B:\SAVE and press the ENTER key.

Copy Protection : To answer the copy protection question at the beginning of the game, type the indicated word from the copy protection answer section.

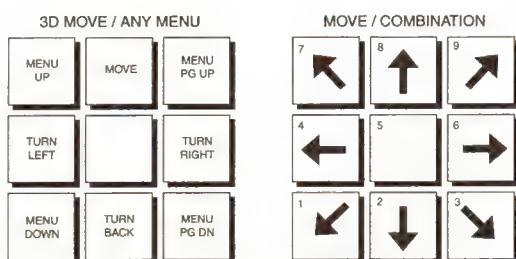
Giving Commands : You can play the game from the keyboard, with a mouse, or with a joystick. The keyboard is active even if you configure the system to play

with the mouse or the joystick.

To select a command using the keyboard, either press the highlighted letter in that command or use the cursor keys to highlight the command and press the ENTER key. To give commands using the mouse, point to the desired command and double-click with the left mouse button. To give commands with the joystick, highlight the command and press the A Button.

Moving Around : The party moves through the game in 3D/Area /Overland and Combat modes. Targeting spells and ranged weapons during combat is similar to moving characters. To move, select the Move option and give the appropriate commands.

The following keyboard controls are used for movement and targeting:



To move in 3D/Area/Overland mode with a mouse, click the mouse cursor at the edge of the display window in the direction you want to move. To move forward, click at the top of the window. To turn around, click at the bottom. To turn right or left, click on the appropriate side.

To use the mouse for combat targeting and movement, click the mouse cursor over the target square and the cursor will advance towards the target. If the target is off the screen, first select an intermediate square near the edge of the screen. To move in combat, click on the adjacent square you want to enter.

Joystick movement is similar to using the cursor controls/keypad. Select the Move command and then move the joystick.

Using The Vault : To deposit items into the Vault, View a character's items, highlight the desired item and use the Deposit command. To deposit specific amounts of money, View the character, highlight the appropriate denomination and use the Deposit command. To deposit all of the party's money choose the Pool command.

IBM Combat Commands : The following is a list of IBM specific combat commands.

ESC : 'takes back' a move; it does not erase any damage taken during the move.

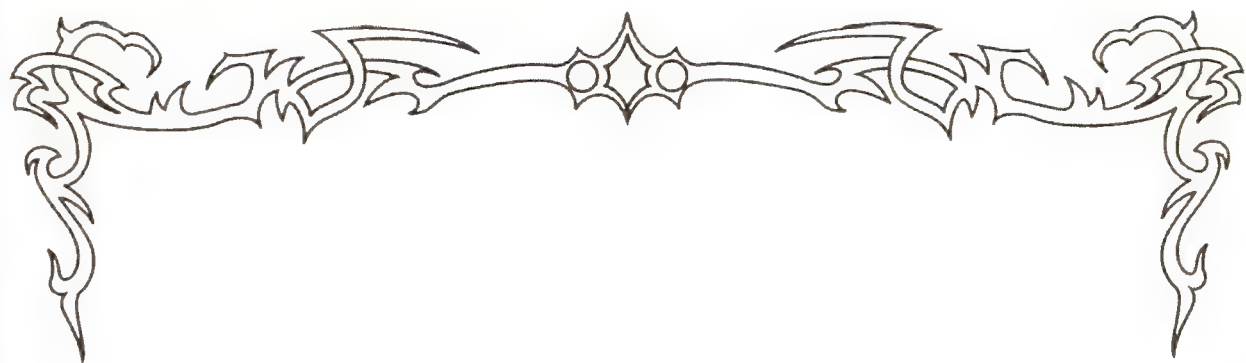
ALT/Q : sets all characters to QUICK (computer control).

SPACE : returns all characters to normal control from QUICK.

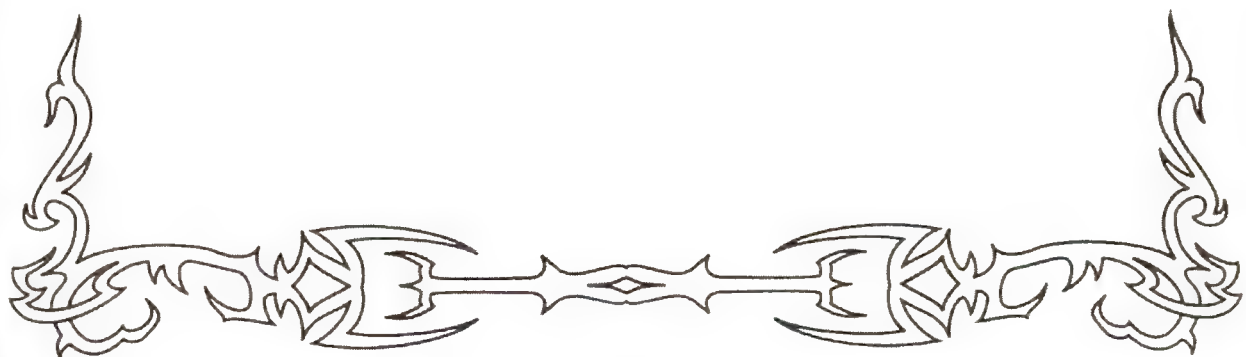
ALT/M : toggles the magic spells on/off for characters set to QUICK.

CTRL/S : toggles sound on/off (may be used any time).

HINT : If you find combat too easy or too difficult, use the ALTER and LEVEL command.



Gateway to the
Savage Frontier
Journal



INTRODUCTION:

The First Night in Yartar

"We had thought this was going to be a routine mission, guarding a caravan of mithril travelling from Citadel Abdar in the far north. But no sooner did we sign on to provide protection than the dwarves' King Harbromm himself called us to the top of the tallest tower in the fortress.

"Now, Harbromm, he talks through his great whiskers and it sounds like a hellows blowing, but this particular morning he didn't have to say much to get our attention.

"He pointed to the northeast, and we looked towards a brown cloud floating above one of the mountain valleys. 'Do you see that? It is dust,' he said, his voice rising. 'It is the dust of tens of thousands of the Ice Mountain Orcs as they march from their caves towards the cities of the south.'

"But that always happens this time of year,' someone replied. 'Orc raiding parties are always attacking Sundabar or ambushing caravans from Silverymoon.'

"The old dwarf nodded. 'Aye, that's true. But turn your eyes to that dark cloud once more. Is that the dust of a thousand raiders? I think not. Two thousand? By no means. If we are lucky, perhaps only two thousand times ten.'

"Guard well this caravan, adventurers,' he told us. 'Evil is again awakened in the Realms, and its eyes and hands — and daggers — will be all around you.'

"Well, after that speech you can imagine how worried we all were. Every step of the way we scanned the horizon, looking for those dark brown clouds. We didn't see any, but we sure heard a lot of

stories. Seems like everyone in the northern Realms knows someone who's seen at least a dozen trolls or a hundred orcs skulking across their fields."

A burly fighter by the bar called out, "So you came all this way with such a fine-looking sword and never had a chance to quench it with orcish blood?" His voice dripping with sarcasm, he mimicked a dancer tiptoeing across a stage. "Perhaps you didn't want a fight. Perhaps it's just a child's toy with a fine golden handle attached to it for show!"

Before his words had even crossed the room the sword in question was drawn, its gleaming blade flashing even in the dim light of the tavern. The room went silent as they waited to see if we'd attack the blustering fool. After a moment of hesitation the sword was sheathed again. "This sword is saved for orcish blood," we called back to the drunken fighter. "We do not care to soil it with yours."

The man looked at us, thought for a minute, realized he had been insulted and started to cross the room. Hesitating, he looked around. To his surprise, none of his companions were crossing with him. He started to admonish them, call them to battle, but the words were stilled in his throat.

A tall, thin, black-caped man was sitting in the corner, and he shook his head one time. The drunken fighter dropped his eyes to the floor, muttered something, then turned and left the tavern. Several others followed.

There was another moment of awkward silence. The man in the corner nodded, and the waitress appeared with a heaping tray, crying "More for everyone, it's on the house!"

We all surged forward for our share, and the rest of the evening was full of great fun and storytelling.

IMPORTANT FEATURES OF THE SAVAGE FRONTIER

GATEWAY TO THE SAVAGE FRONTIER covers a wide geographical area, ranging from the coast of the Trackless Sea in the west to the edge of the Great Desert in the east. Most of the population of this area lives in the towns and cities, with farming communities clustered around the built-up areas.

Towns and Cities

Yartar is where you start the game and will serve as a convenient home base. A trading town located on the River Surbrin just north of where it joins the Dessarin, it lies at the junction of the river and the Evermoor Way, one of the two primary east-west trading routes in the region.

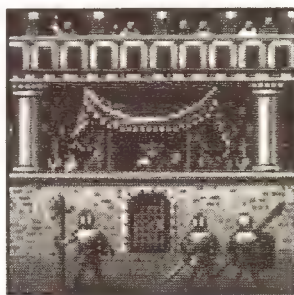
Ascore is no longer a city at all. Once a thriving dwarven seaport when the Great Desert was the Narrow Sea, it shrank to nothingness when the waters receded and the land dried and turned to dust. Travel here is very perilous and not recommended for any but the most experienced parties.

Everlund is located on the overland route between Silverymoon and Yartar and prospers as a trading town due to its location.

Llorkh lies on the ancient trade routes that follow the long path around the southern edge of the Great Desert. Long a dwarven stronghold, the town has recently come under the rule of a human magic-user, Lord Geildarr. The stories of what's going on in this mining and trading center are jumbled and contradictory, but none of them are good.

Loudwater, with a population that includes many half-elves, lies in the southern part of the region. Its fields are so green and its walls so overgrown with vines that it almost seems to be part of the High Forest, which lies just to the north.

Luskan, located on the northwest coast, is a city ruled by Northman sea captains who retired here years ago. There are stories that its leaders are actually former pirates who continue to sponsor attacks on shipping and that other evil forces have allied with them to enforce their rule in



We were led into the great arena before a screaming crowd. Their chorus of boos made clear which side they were on.

the city. Luskan is hostile to many of the other cities in the region — especially Neverwinter — and rumors of impending war surface periodically.

Nesme, on the River Surbrin at the western edge of the Trollmoors, is a trading town. Its old wooden stockade has seen more than one troll assault, and Nesme riders patrol to keep the area near the city clear of monsters.

Neverwinter lies to the west of Neverwinter Wood, and is famed for its indoor gardens and fine craftsmen who can even craft magical weapons. Its people are friendly to outsiders. The Neverwinter River, which runs through the area, is warm even in the snows of winter, and no one knows why. A magic shop — a rarity in the Savage Frontier — is also located here.

Port Llast is a small town on the central coast. Once a major seaport, the centuries have seen its decline until now stonecutting is its most important trade.

Secomber, a quiet town in the southwest, is said to be home to an eccentric magic-user who continually creates clever new items and devices.

Silverymoon, in the northeast area of the region, is a large city known for its magicians. An invisible magic bridge spans the River Rauvin as it flows through the city. A magic college and items shop are located here as well.



“ There are those who say that magical weapons can be crafted in Neverwinter... for a price! ”

Sundabar, in the far northeastern area, is a former dwarven stronghold now rebuilt by humans into one of the largest towns in the northern Realms. It trades with dwarven miners to the north and with Silverymoon and Everlund to the west.

Forests

The **High Forest** dominates the center of the region. Although its vast expanse is known to harbor peaceful as well as hostile creatures, traversing it is dangerous and should not be attempted until your party has grown very strong.

Neverwinter Wood is likewise dangerous for travel. Local legend has it that even raiding orc parties choose to go around the Wood rather than through it.

The Trollmoors

The **Trollmoors**, located in the north central area of the region, are a dangerous expanse of low, windswept, blighted hills. As their name indicates, the local inhabitants are both unfriendly and dangerous.

The Great Desert

The **Great Desert of Anauroch** is a hostile area filled with vile monsters and weather that swings from bitter heat to biting cold in moments and is a place to avoid at all costs.

Islands

Gundarlun, and its capitol **Gundbarg**, are inhabited by Northmen. The island lies almost due west of Neverwinter, two days away by boat. Their status as an important shipping and resupply port, however, has made the inhabitants far more tolerant of other peoples, and you will usually find a warm welcome when you visit.

The **Purple Rocks** are a group of small, rocky, islands to the west of Gundarlun. Little is known about them, but outsiders are not welcome there.

Tuern is also inhabited by Northmen. Its capitol of **Uttersea** is built into the side of a collapsed, extinct volcano. Other volcanos on the island still spew out molten lava. Its people tolerate outsiders but are by no means glad to see them. There are reports of a recent meteorite strike on Tuern, and meteorite ore is a key ingredient in some kinds of magical weapons.

CHARACTERS AND PARTIES

You must have a party of adventurer Player Characters (PCs) to play *GATEWAY TO THE SAVAGE FRONTIER*. For each character you must choose the following: a Race, a Class, and an Alignment. After you select these, the computer generates a set of Ability Scores that define your new character's natural strengths and weakness. To build a party you must make a mix of characters that have the range of skill needed for success, and then band them together.

Player Races

There are six races from which you may construct player characters, each with different talents and limitations. Tables beginning on page 38 summarize the racial class limitations and ability score modifiers. The following describes each race and tells which classes are open to them.

Dwarves are a cunning race of sturdy workers and craftsmen. They are especially resistant to magic and poison. Dwarves receive bonuses when attacking man-sized giant-class creatures and are adept at dodging the attacks of larger giant-class creatures. Dwarves can be fighters, thieves, and fighter/thieves.

Elves are a tall, long-lived race. They are nearly immune to sleep and charm spells and are adept at finding hidden objects such as secret doors. Elves also receive bonuses when attacking with swords and bows, although they cannot be raised from the dead. Elves can be fighters, magic-users, thieves, fighter/magic-users, fighter/thieves, magic-user/thieves, and fighter/magic-user/thieves.

Half-Elves are hybrids with many of the virtues of both humans and elves. Like their elf ancestors, they are resistant to sleep and charm spells and are adept at

finding hidden objects. Half-elves can be fighters, magic-users, clerics, thieves, rangers, cleric/fighters, cleric/rangers, cleric/magic-users, fighter/magic-users, fighter/thieves, magic-user/thieves, cleric/fighter/magic-users, or fighter/magic-user/thieves.

Gnomes are shorter and slimmer than their dwarf cousins. They are especially resistant to magic. Gnomes receive bonuses when attacking man-sized giant-class creatures and are adept at dodging the attacks of larger giant-class creatures. Gnomes can be fighters, thieves, and fighter/thieves.

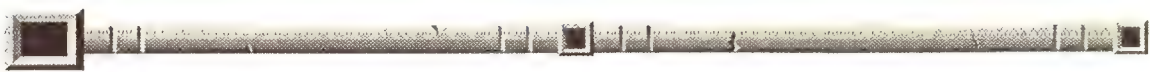
Halflings are about half the size of a human, hence their name. They are especially resistant to magic and poison. They can be fighters, thieves, and fighter/thieves.

Humans are the most common player-race in the *Forgotten Realms*. They suffer no level racial limitations or ability score modifiers. Humans do have the disability of shorter life-spans than the other races. This may be a problem if they are subjected to many Haste spells, which age the target one year. They can be fighters, magic-users, clerics, thieves, rangers, paladins, and dual-class characters.

Ability Scores

Every character has six randomly generated ability scores as explained below. These scores fall within a range determined by the race and class of the character. The base values range from 3 (low) to 18 (high) and there are tables of limitations, modifiers, and bonuses starting on page 38.

Depending on the character class, one or more of these abilities will be a Prime Requisite. A prime requisite is an ability especially valuable to a given class. For



example, strength is key for fighters and wisdom for clerics. Most characters receive bonus experience points when their prime requisite scores are 16 or greater.

Non-human characters may have modifiers to the basic ability scores to reflect differences between the races. Dwarves for instance, get a +1 constitution bonus and may have a maximum constitution of 19 instead of 18. When a character is generated, all racial modifiers are calculated automatically.

Strength (STR) is the measure of a character's physical power, muscle mass, and stamina. Fighter-type characters may have exceptional strengths greater than 18 that are indicated by a percent value (01, 02, 03 . . . 98, 99, 00) following the base strength. High strength increases a character's combat ability with melee weapons such as swords or maces. Strength also determines how much a character can carry without becoming encumbered and slowed in combat.

Intelligence (INT) is the measure of how well a character can learn.

Wisdom (WIS) is the measure of a character's ability to understand the ways of the world and to interact with the world. Clerics receive bonus spells for high wisdom.

Dexterity (DEX) is the measure of a character's manual dexterity and agility. Thieves especially benefit from high dexterity. Dexterity affects how well a character can use ranged weapons (bows, darts, etc.), when he moves in a combat round, and how difficult he is to hit in combat.

Constitution (CON) is the measure of a character's overall health. Characters

receive one extra hit point if their constitution is 15 or two points if it is 16. Fighter-types (fighters, rangers, and paladins) receive additional bonuses for constitutions of 17 or 18. A character's constitution also determines the maximum number of times that character can be raised from the dead and the chance of a resurrection attempt being successful. Every time a character is successfully resurrected, 1 point of constitution is lost.

Charisma (CHA) is the measure of how others react to a character.

Character Classes

A character must belong to at least one character class. Non-human characters can have more than one class at the same time. Multi-class characters have more playing options, but increase in level slower because experience is divided evenly among all classes.

Clerics have spells bestowed on them by their deity and can fight wearing armor and using crushing (no edged or pointed) weapons. Clerics must memorize their spells just as magic-users, but they do not use spell books. When clerics gain a new spell level, they can automatically use any of the available spells for the new level. The prime requisite for clerics is wisdom.

Fighters can fight with any armor or weapons, but they cannot cast magic spells. The prime requisite for fighters is strength.

Rangers can fight with any armor or weapons. They do additional damage when fighting giant-class creatures, but must be of good alignment and have ability scores of at least 13 in strength and intelligence and at least 14 in wisdom and constitution. The prime requisites for rangers are strength, intelligence, and wisdom.

Paladins can fight with any armor or weapons. They are resistant to spells and poison, and can turn undead creatures as if they were a cleric two levels below their current level. Paladins are also always surrounded by the equivalent of a Protection from Evil spell. A paladin may heal two hit points of damage per level once a day and may Cure Disease once a week at 1st-5th levels and twice a week at 6th-8th levels. Paladins will not adventure with any evil characters. Paladins must be of lawful good alignment and have ability scores of at least 9 in intelligence and wisdom, at least 12 in strength, at least 13 in wisdom, and at least 17 in charisma. The prime requisites for paladins are strength and wisdom.

Magic-Users have powerful spells, but can use no armor and few weapons. They can only memorize those spells available in their personal spell books or on scrolls. Magic-users may add entries to their spell books whenever they go up in level or find scrolls with spells they can scribe. The prime requisite for magic-users is intelligence.

Thieves can fight with swords and slings, but are limited to leather armor. In combat they do additional damage by 'back stabbing,' which is described in the Combat section. Thieves also have special skills for opening locks and removing traps. The prime requisite for thieves is dexterity.

Multi-class are non-human characters who belong to two or more classes at the same time. Multi-class characters' experience points are divided among each of the classes, even after they can no longer advance in one or more of those classes. Their hit points per level are averaged among the classes. Multi-class characters gain all the benefits of all their classes with regard to weapons and equipment.

Dual-class are human characters who had one class for the first part of their career, and then changed to a new class for the remainder. Once a character changes classes, he cannot advance in his old class. Dual-class characters do not gain hit points and cannot use the abilities of the old class while their new class level is less



“ The man had a crazed look. He had obviously been in the dungeon for a long, long time...”

than or equal to the old class level. Once the character's level in his new class is greater than his level in his old class, he gains hit points according to his new class and may use abilities from both classes. Human dual-class magic-users may not cast magic-user spells while they are wearing armor.

Alignment

Alignment is the philosophy a character lives by and can affect how NPCs and some magic items in the game react to a character. The possibilities range from believing strongly in society and altruism (lawful good) to being anarchistic and actively unpleasant (chaotic evil). Alignment is presented in two parts: World View and Ethics.

World View

Lawful indicates that the character values the structure and rules of society.

Neutral indicates that the character values both the individual and society.

Chaotic indicates that the character values the individual over society.



“The tower rose threateningly into the sky. Even from across the water, we could feel the evil within.”

Ethics

Good indicates that the character tries to act in a moral and upstanding manner.

Neutral indicates that the character leans towards “situational ethics,” evaluating each set of circumstances.

Evil indicates that the character acts without regard to others, or in an overtly malignant manner.

Other Attributes

Each character also has three important values that change as the game goes on: Hit Points, Experience Points and Levels.

Hit Points (HP) represent the amount of damage a character can take before he goes unconscious. A character’s maximum hit points are based on the hit dice for the

character’s class and level plus any adjustments for constitution.

Note:

Dice (d) is the term used to describe the range for a randomly generated number. Dice are referred to by the range they represent. A d6 has a range from 1 through 6, a d10 has a range from 1 through 10. **Hit dice** refers to the base range of hit points a character class may have. For example a 3rd level fighter has a base of 3 d10 hit dice, or 3-30 hit points.

A character gains a hit point bonus to each hit die if his constitution is over 14. When a character takes enough damage that his hit points reach 0, he is unconscious. If the character’s hit points drop to anything from -1 to -9, he will lose 1 hit point per turn from bleeding until he is bandaged or dies. If a character has -10 hit points or less, he is dead. When you view a character, his hit points (HP) on the screen will never be displayed as less than 0.

Experience Points (EXP) are a measure of what a character has learned while adventuring. Characters receive experience points for actions such as fighting monsters, finding treasures, and successfully completing quests. The computer keeps track of experience, and when characters earn enough they may advance in levels. See the Level Advancement Tables beginning on page 42 for experience requirements.

All characters start the game with 3,000 experience points. This means that single-class characters start at 2nd or 3rd level.

Levels are a measure of how much a character has advanced in his class.

When they have enough experience points, characters may go to a training hall and receive the training required to increase in level. Characters may only advance one level at a time. If a character has gained enough experience to go up two or more levels since the last time he has trained, he will go up one level, and lose all experience in excess of one point below the next level.

Example:

An 4th level thief enters a training hall with 20,521 experience points (enough for 6th level). He will leave as a 5th level thief with 20,000 experience points — one point below 6th level. Characters cannot train for new levels once they have reached their maximum levels allowed in *GATEWAY TO THE SAVAGE FRONTIER*.

Building a Successful Party

Forming a strong and adaptable party is a key to success in *GATEWAY TO THE SAVAGE FRONTIER*. Up to six Player Characters (PCs) may be in a party — A party with fewer is less powerful and more likely to be eliminated by opponents.

Include a variety of classes in a party to get a good mix of skills. Here are two sample parties as examples:

Sample Party 1 — Single Class Characters:

- 1 Elf Magic-user
- 1 Human Paladin
- 1 Dwarf Fighter/Thief
- 1 Half-elf Ranger
- 2 Human Clerics

This party is balanced for combat, and will advance quickly because most characters are a single class. The magic-user can

cast offensive spells and use wands. The paladin has the benefit of Protection from Evil in a 10' radius. All characters in range of the effect get an AC improvement of two. The dwarf fighter/thief offers the advantages of a thief (lockpicking and disarming traps) with the better armor and hit points of a fighter. Rangers do extra damage against giant type creatures and start with extra hit points. Clerics are absolutely essential for valuable healing spells.

Sample Party 2 — Multi-class Characters:

- 2 Half-elf Cleric/Magic-users
- 2 Elf Fighter/Magic-users
- 1 Dwarf Fighter/Thief
- 1 Human Paladin

This party is much more flexible than the first, but will advance more slowly because of the multi-class characters.

Outfitting the Party

The following are some suggestions for outfitting your party in Yartar:

- **Fighter Classes:** Buy shields, splint mail, broad swords, long bows, and arrows.
- **Magic-users:** Buy quarterstaves and darts.
- **Clerics:** Buy splint mail, shields, staff slings, and maces.
- **Thieves:** Buy leather armor, short swords, short bows, and arrows.

Preparation Tips

Once the party has been outfitted, Encamp at an inn and ready your weapons, armor, and shields. Then have all spellcasters memorize spells. Finally, save the game before continuing.

COMBAT

Adventurers must battle their way through many dangerous foes to complete the adventure. The following sections offer some more information and tips for combat.

Combat Map

Battle takes place on a tactical combat map that is a detailed view of the terrain that the party was in when the combat began. This map is set up with an invisible square grid.

Initiative

Each round of combat is divided into 10 segments, and every character and foe acts on a specific segment based on Initiative. Initiative is generated at the start of each combat round, and is modified by dexterity and random factors such as surprise. Casting spells may take extra time to perform, so often a spell-caster will begin a spell on his segment but it will not go off until a little later.

Computer Control

In combat you control the actions of PCs. The computer controls the actions of monsters, NPCs, and PCs set to computer control with the QUICK command.

Combat Ability

Each character's ability in combat is defined by AC, THACØ, and Damage.

AC

A character or monster's difficulty to be hit is represented by armor class (AC). The lower the AC, the harder the target is to hit. AC is based on armor and a dexterity bonus. Some magic items, such as some bracers, also help improve AC.

THACØ

Ability to hit enemies in melee or with missile fire is represented by THACØ. THACØ stands for To Hit Armor Class Ø. This is the number a character must 'roll' equal to or greater than to do damage on a target with an AC of Ø. The lower the THACØ, the better the chance to hit the target.

Note:

the generation of a random number is often referred to as a 'roll.' In determining if an attack hit, the number generated is from 1 through 20.

An attack is successful if the random number is greater than or equal to the attacker's THACØ minus the target's AC. THACØ may be modified by things like range, attacking from the rear, magic weapons, and magic spells.

Example:

A fighter with a THACØ of 16 attacking a monster with an AC of 3 would need to roll: $(\text{THACØ } 16) - (\text{AC } 3) = 13+$

But to hit a monster with an AC of -2 he would need to roll: $(\text{THACØ } 16) - (\text{AC } -2) = 18+$

Damage

Damage is the range of hit points loss the attacker inflicts and is based on the attacker's strength, weapon type, and any magic bonuses the weapon has. The base damage for each weapon is summarized in the Weapons Table on page 40.

Some monsters take only partial or no damage from certain weapon types. Skeletons, for example, take only half damage from sharp or edged weapons, while some other monsters can only be damaged by magical weapons.

Attacking

There are two basic types of combat: Melee and Ranged (or Missile). The following describes each type and other rules governing combat.

Melee Combat

Melee combat is face-to-face fighting with weapons such as swords and maces. Only when using melee weapons can characters receive strength bonuses. During melee combat fighters can sometimes overpower several small foes, and thieves have opportunities to back stab.

Ranged Combat

Ranged combat is firing at distant enemies with weapons such as bows or darts. A character with a missile weapon (bow, sling, etc.) may not attack when adjacent to an enemy. Two arrows or three darts can be fired per turn. When opponents get too close for ranged combat, characters must switch to melee weapons.

Multiple Attacks (Sweeping)

When fighting small creatures, fighter-types (fighters, rangers, and paladins) may 'sweep' through several weak opponents in one combat round. When a character attacks a weak target, he automatically sweeps all of the available weak opponents.

Back Stabbing

A thief back stabs if he attacks a target from exactly opposite the first character to attack the target. The thief may not back stab if he has readied armor heavier than leather. A back stab has a better chance of hitting the defender and does additional damage.

Saving Throws

Attacks such as poison or spells do not automatically have their full effect on a target. Victims may get a Saving Throw to avoid some or all of the effect. If the saving throw is successful, generally the target suffers either no effect or only half-damage. As characters gain levels, saving throws improve.

Note:

Some monsters have magic resistance which decreases their chance of being affected by spells.



“ The pitiful figure before us gave witness to the evils our enemies visit upon the helpless. ”

Combat Movement

The number of squares a character can move is affected by carried weight, character strength, and the kind of readied armor. A character's movement range is displayed on the View Screen and during the character's segment in combat. Combat movement is important for both closing quickly with opponents (and stopping missile fire) and fleeing from battles that are too tough.

Running Away

A character may flee from the battlefield if he moves faster than all enemies, but not if he moves slower than any enemies. A character has a 50% chance to move off



the battlefield if he moves as fast as the fastest foe. Exception: if a character can reach the edge of the combat map without any of his opponents being able to see him, he may then flee successfully even though he is slower than his opponents.

Returning to the Party

A character that moves off the battlefield returns to the party after the fight is over. If all active characters flee combat, any dead or unconscious characters are lost. If a whole party flees, no one receives any experience points for monsters killed before retreating.

Combat Strategies

To succeed in combat, a skilled player deploys his party well, casts effective spells before and during combat, maneuvers his characters into advantageous positions, and attacks using his most powerful characters and weapons.

Deploying the Party

When a battle begins, your party is automatically positioned based on the order list of the characters. Characters near the top of the order will be in the front lines and vulnerable to attack. To change the starting deployment, change the party order from the Alter Menu while encamped. Shift the heavily armored fighters up the list and the vulnerable magic-users and thieves towards the bottom. Party order cannot be changed while in combat, although characters are free to move.

Your party may be placed in a bad position at the start of a battle. Get an idea of the situation, and move characters into position. Sometimes the best strategy is offensive: charging with fighters to close ground and stop enemy missile fire. Other times the best strategy is defensive: moving your characters to anchor their flanks on an obstacle such as a wall or tree.

Setting up behind a doorway that your enemies have to move through also makes for a very strong defensive position. Always keep magic-users and missile weapons safe behind the front line.

Wounded Characters

Characters who are seriously injured should be moved out of the front lines if possible. Remember: if you move away from an adjacent enemy, he gets a free attack at your back and has an improved chance to hit.

Stopping Ranged Attacks

Missile weapons cannot be fired if there is an adjacent opponent. To stop enemy missile fire, move someone next to the opponent. If you want to fire missiles, keep away from the enemy.

Exploiting Enemies' Weaknesses

Exploit your opponents' weaknesses by directing attacks against helpless, wounded, or isolated foes. Concentrate your attacks to eliminate one opponent rather than injure many (Exception: enemy spell casters). A foe with one hit point remaining attacks as powerfully as an uninjured one.

Spell casters cannot fire spells after they have taken damage in a round, and they lose any spells they are in the process of casting when they are hit. Try to keep enemy spell casters under attack every round while protecting your own.

After Combat

If one or more characters survive on the battlefield at the end of combat, the bodies of unconscious or dead party members stay with the party. If the entire party flees from combat, all unconscious and dead party members are permanently lost. If ALL the party members are slain, go back to your last Saved Game and try again from that point.

MAGIC

Magic is essential to the survival of the party. Magic-users cast many powerful offensive and defensive spells. Clerics cast healing spells to revive wounded characters as well as both defensive and offensive spells. A spell can exist in one of four forms: in a character's memory, in a character's spell book, in a scroll, or in a wand. A spell-caster with a memorized spell can cast it using the **CAST** command. Spells are memorized during rest while encamped. Spells in scrolls or wands are cast with the **USE** command.

Memorizing a spell takes 15 minutes of game time per spell level, plus a preparation period of four hours plus an additional two hours for 3rd level spells. For example, 1st and 2nd level spells take a minimum preparation of four hours, while 3rd level spells take six hours.

Example:

To memorize two 1st level spells, one 2nd level spell, and one 3rd level spell would take: (6 hours preparation) + (2 * 15 min) + (1 * 30 min) + (1 * 45 min) = 7 hours 45 min

Magic-Users

When a magic-user trains for a new level, he selects a new spell to add to his spell book. A magic-user can also scribe spells from identified scrolls if he is of high enough level to cast them. A magic-user must cast a **Read Magic** spell or have a scroll identified in a shop before he can scribe (or cast) from it. The scroll disappears after it has been scribed or cast.

Clerics

Clerical magic requires no spell books. All clerical spells of the appropriate level are always available to a cleric, the character need only memorize them. Unlike magic-

users, clerics can cast spells from scrolls without any preparation, but clerical scrolls also disappear after being cast.



Strength wins many battles, but clear strategy, planning and preparation win many wars.

Tips on Magic

Both clerics and magic-users may cast spells which assist the party in combat. Preparatory spells, such as **Bless** or **Strength**, cast just before a battle can protect or strengthen characters. Combat spells can be cast to damage foes during combat. Healing spells can be cast either during or after combat to revive wounded comrades.

Spells should be rememorized as soon as possible after they are used. This is most likely to happen after combat. When in camp, have your spell-casters memorize spells and select **REST** to allow them to imprint the spells for later use. Selecting **REST** without choosing new spells has the spell-casters rememorize the spells they have cast since last resting.

Note:

Before resting, it is a good idea to save your game — especially after tough combats. Also, keep at least two separate saved games at all times and alternate between them. This will allow you to go back to a save before that last, fatal battle.

MAGICAL TREASURES

As you travel about and encounter the monsters and puzzles that stand between you and finishing your various quests, you will also find magical items to help you on your way. You can find magic items in a treasure by doing a Detect Magic spell using the DETECT command. To find out specifically what an item is, you must take it to a shop and have it identified.

Some magic items are in reality cursed and can do great harm. When a character readies a cursed item, a Remove Curse spell must be cast before the item can be dropped. Some magic items, such as wands or scrolls, may only be used by certain classes. Others may not work at all if certain other magic items are also in use.

Here are descriptions of some items that you may find. Remember: Some items are very rare, and you may not find all of them in your adventure.

Wands generally will cast a set number of a given spell (for example, 10 Fire Balls or 15 Magic Missiles). Only experimentation or paying to have them identified will tell what a wand does. The USE command allows a character to cast spells with a readied wand.

Potions may heal wounded characters, cause them to become hastened or invisible, or cause any number of other effects. The USE command allows a character to drink a readied potion.

Scrolls carry either clerical or magic-user spells. A magic-user may use SCRIBE to permanently transfer a scroll into his spell book if the spell is of a level that he can memorize. Magic-users and clerics can

both cast spells directly from scrolls with the USE command, even if they could not otherwise memorize the spells. Scrolls disappear after they have been used or scribed.

Enchanted Armor and Shields are created by skilled craftsmen and then enchanted with protective spells. The power of the magic on these items varies a great deal. Enchanted armor has the great advantage of offering improved protection with less encumbrance than the same type of mundane armor. To use these items, ready them from the Items Menu.

Enchanted Weapons come in many sizes, shapes, and potencies. Sometimes a weapon will add between one and four to your THACØ and damage. Other weapons may have other fantastic magical properties including extra bonuses against specific types of creatures. Once a magic weapon has been readied from the Items Menu, the character will have it for all combats.

Enchanted Adornments such as bracers, necklaces, periapts, and especially rings are favorite objects for magical enchantment. These items may have any number of magical properties. Some items will help your AC, others may fire Magic Missiles, or offer protection from fire-based attacks. Once one of these items has been readied from the Items Menu, a character automatically gains all effects. The exception to this rule is that certain magical necklaces require the USE command to work.

Enchanted Clothing can be such commonplace items of clothing as gauntlets or cloaks, but they are imbued with powerful enchantments. A wide variety of these items are known to exist. To use these items READY them from the Items Menu.

CREATURES OF THE SAVAGE FRONTIER

The denizens of these regions are many and varied. Here is a list of monsters you may encounter in your adventures. Some of these creatures are extremely rare, and you may never cross paths with them at all.

Ankhegs are burrowing monsters usually found in forests and farming areas. They resemble legged worms armed with wicked mandibles and sharply hooked limbs.

Basilisks are reptilian monsters whose very gaze can turn to stone any fleshy creature.

Boars (Wild) are a type of undomesticated swine armed with long tusks and mean dispositions.

Bugbears are giant, hairy cousins of goblins. They stand about 7' tall and are powerful warriors.

Displacer Beasts resemble a six-legged puma with two ebony tentacles growing from behind its shoulders. These beasts have the magical ability to displace their image about three feet from their actual body, making them especially tricky opponents.

Dragons are some of the most powerful and dangerous of the monsters a party can encounter. The older and larger the dragon, the more damage it can do and the harder it is to kill.

Efreet are genies from the elemental plane of Fire. These creatures are immune to all forms of fire, but can be hit by other magical attacks.

Ettin look like giant two-headed orcs. They have great strength and can wield two spiked clubs that inflict terrible damage in combat.

Frog (Giant) resemble their smaller kin in everything but size. Giant frogs have been known to swallow adventurers up whole.

Ghouls are undead creatures who feed on the flesh of the still living. Their attack can paralyze all races of characters except elves.

Giants vary greatly in power, intelligence, and tastes. The following is a list of the types of giants you are likely to encounter.



The man was obviously both powerful and dangerous. We had to decide, could we bargain with him or must we fight?

Fire Giants are brutal and ruthless warriors who resemble huge dwarves and have flaming red or orange hair and coal black skin.

Hill Giants are one of the smaller of the giant races, they are brutish hulks possessing low intelligence and tremendous strength.

Gnolls are large, evil, hyena-like humanoids that roam in loosely organized packs. They attack by overwhelming unwary victims with their numbers.

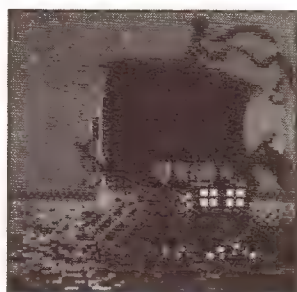
Goblins are small, nasty humanoids — they would be of little concern except for their great numbers.

Golems are magically created automations of great power. Golems can be constructed of flesh, clay, stone, or iron — all are dangerous.

Griffons are half-lion, half-eagle avian carnivores. Their favorite prey is horses and their distant kin (hippogriffs, pegasi, and unicorns).

Harpies are wicked avian humanoids that prey upon nearly all creatures but prefer the flesh of humans and demihumans.

Hell Hounds are other-planar creatures resembling wolves, but they can breathe fire and can detect invisible enemies.



“ With the whole of the Trackless Sea before us, our problems seemed somehow less important...”

Hobgoblins are fierce humanoid warriors. They are intelligent, organized, and aggressive. Many times lesser humanoids will band together under a hobgoblin leader.

Lizards (Giant) are similar to their smaller kin in appearance and habit, although instead of eating insects, they prefer something more man-sized.

Lizard Men are savage reptilian humanoids. They generally attack in groups.

Manticores are a strange mix with lions' torso and legs, bats' wings, spike tipped tails, and human heads. They can fire volleys of spikes from their tails and have a great appetite for human flesh.

Margoyles are stony monsters that are immune to normal weapons and can attack many times with their sharp claws and spikes.

Medusae are hideous women-creatures with coiling masses of snakes for hair. They can turn a person to stone with their gaze.

Mummies are a powerful form of undead. They are driven by an unholy hatred of life.

Ogres are large, ugly, foul-tempered humanoids. Ogres generally attack with a spiked club.

Orcs are one of the most common, and disliked, of the demihuman races. They are aggressive and warlike.

Otyugh are scavengers armed with long tentacles that they use to scoop trash into their cavernous mouths.

Owlbears are thought to be a hybrid created by some long-forgotten wizard. They have the body of a large bear, and the head and slashing beak of a giant owl. Owlbears are vicious, evil tempered, and ravenous.

Salamanders are natives of the elemental plane of Fire and so are immune to all fire-based attacks. They are dangerous foes because of their evil nature and the fact that they can only be hit by magical weapons.

Scrags, also called river trolls, live in waterways and are related to trolls. They perhaps the most feared of all troll-kind.

Skeletal Warriors are a more powerful type of skeleton.

Skeletons are one of the weaker types of undead. These creatures are animated by evil wizards or clerics and are often used as guardians or warriors.

Slugs (Giant) are huge, omnivorous mutations of the common garden pest. They attack by biting and can spit a highly corrosive acid.

Snakes (Giant) are similar to their smaller kin and slay their prey with deadly venom. Neutralize Poison counters snake bites.

Spiders (Giant) are giant cousins of the small predator. They attack with a poisonous bite.

Squids (Large) are dangerous varieties of the smaller sea creature. They are known to attack travelers on the Trackless Sea.

Stirges are bird-like creatures that drink the blood of their victims. They are not terribly dangerous except in large numbers.

Tigers are carnivorous predators that are sometimes trained for combat.

Trolls are ravenous horrors found in almost all climates and locales. They attack with their dirty, clawed hands and must be killed quickly because they regenerate hit points.

Wyvern are distant relatives of dragons. They attack by biting and using the poisonous sting in their tail.

Zombies are mindless, animated undead controlled by evil wizards or clerics. While more dangerous than skeletons, they move very slowly and can be damaged by holy water.

SPELL DESCRIPTIONS

First Level Cleric Spells

Bless improves the THACØ of friendly characters by 1. Bless cannot affect characters who are adjacent to monsters when the spell is cast. This is a good spell to cast before going into combat.

Curse impairs the THACØ of targets by 1. The target cannot be adjacent to a party character or NPC.

Cure Light Wounds heals 1-8 hit points (up to the target's normal maximum hit points).

Cause Light Wounds inflicts 1-8 hit points of damage on a target.

Detect Magic indicates which equipment or treasure items are magical. After casting the spell, view a character's items or Take treasure items — equipment or treasure preceded by an '*' or a '+' is magical.

Protection from Evil improves the AC and saving throws of the target by 2 against attackers of evil alignment.

Protection from Good improves the AC and saving throws of the target by 2 against attackers of good alignment.

Resist Cold halves the damage and improves saving throws vs. cold attacks by 3.

Second Level Cleric Spells

Find Traps indicates the presence of traps in the character's path.

Hold Person may paralyze targets of character types (human, dwarf, etc). You may aim a hold person spell at up to 3 targets (use the EXIT command to target fewer).

Resist Fire halves the damage and improves saving throws vs. fire attacks by 3.

Silence 15' Radius must be cast on a character or a monster. That character or monster, and all adjacent to him, cannot cast spells for the duration of the spell.

Slow Poison revives a poisoned person for the duration of the spell.

Snake Charm paralyzes as many hit points of snakes as the cleric has hit points.

Spiritual Hammer creates a temporary magic hammer that is automatically Readied. It can strike at range and does normal hammer damage. Spiritual Hammers can hit monsters than may only be struck by magic weapons.

Third Level Cleric Spells

Bestow Curse reduces the target's THACØ and saving throws by 4.

Cause Blindness will blind one target. This can only be cured by a Cure Blindness spell.

Cure Blindness removes the effect of the Cause Blindness spell.

Cause Disease infects the target with a debilitating ailment that saps strength and hit points.

Cure Disease removes the effects of disease caused by some monsters or caused by a Cause Disease spell.

Dispel Magic removes the effects of spells that do not have specific counter spells. This is a recuperation spell for any of the party that has been held, slowed, or made nauseous.

Prayer improves the THACØ and saving throws of friendly characters by 1 and reduces the THACØ and saving throw of monsters by 1. This is a good spell to cast before going into combat. Prayer is not cumulative with Bless or other Prayer spells.

Remove Curse removes the effects of a Bestow Curse spell and allows the target to unready cursed magic items.

First Level Magic-User Spells

Burning Hands causes 1 hit point of fire damage per level of the caster. There is no saving throw.

Charm Person changes the target's allegiance in a combat so that an opponent will fight for the caster's side. It only affects character types (human, dwarf, etc.).

Detect Magic indicates which equipment or treasure items are magical. After casting the spell, view a character's items or Take treasure items — equipment or treasure preceded by an '*' or a '+' is magical.

Enlarge makes the target larger and stronger. The higher the caster's level, the larger and stronger the target gets.

Friends raises the caster's charisma by 2-8 points. It is best cast just before dealing with NPCs.

Magic Missile does 2-5 hit points per missile with no saving throw. A magic-user throws 1 missile for every 2 levels (1 at levels 1-2, 2 at levels 3-4, etc.) This spell damages any single target within its range unless the target is magic resistant or has certain magical protection. This spell casts instantaneously.

Protection from Evil improves the AC and saving throws of the target by 2 against attackers of evil alignment.

Read Magic allows a magic-user to ready a scroll and read it. This is identical to having a scroll identified in a shop. After casting Read Magic, a magic-user may scribe the spells from a scroll if appropriate for his class and level.

Shield negates enemy Magic Missile spells, improves the magic-user's saving throw, and may increase his AC.

Shocking Grasp does 1-8 hit points of electrical damage, +1 hit point per level of caster.

Sleep puts 1-16 targets (depending on the hit dice of the targets) to sleep with no saving throw. For example, up to sixteen 1 hit-die targets can be affected, while only one 4 hit-die target can be affected. Targets of 5 or more hit-dice are unaffected.

Second Level magic-user Spells

Detect Invisibility allows the target to spot invisible creatures.

Invisibility makes the target invisible. The THACØ of melee attacks against invisible targets is reduced by 4, and it is impossible to aim ranged attacks at them. Invisibility is dispelled when the target attacks or casts a spell.

Knock is used to open locks. It can be cast from the door-opening menu if the active character has a memorized knock spell.

Mirror Image creates 1-4 illusionary duplicates of the magic-user to draw off attacks. A duplicate disappears when it is attacked.

Ray of Enfeeblement reduces the target's strength by 25% + 2% per level of the caster.

Stinking Cloud paralyzes those in its area of effect for 2-5 rounds. If the target makes its saving throw, it is not paralyzed, but is nauseous and has its AC reduced for 2 rounds.

Strength raises the target's strength by 1-8 points depending on the class of the target.



“ There is a spell for every moment, but only the wisest will know when that moment has arrived. ”

Third Level Magic-User Spells

Blink protects the magic-user. The magic-user 'blinks out' after he acts each round. Although the magic-user may be physically attacked before he acts each round, he may not be physically attacked after he acts.

Dispel Magic removes the effects of spells that do not have specific counter spells. This is a recuperation spell for any of the party that has been held, slowed, or made nauseous.

Fireball is a magical explosion that does 1-6 hit points of damage per level of the caster to all targets within its area. If the target makes its saving throw, damage is halved. Fireball is a slow-casting spell and the spell's power demands that you target carefully. Use the CENTER command to determine who will be in the area of effect.

Haste doubles the target's movement and number of melee attacks per round. Haste has a short duration and you should wait until a fight is imminent to cast it. Warning: characters age one year each time a haste spell is cast on them.



66 The sweet sound of the bubbling fountain should have been soothing, but the fountain's sinister visage kept us on our guard... 99

Hold Person may paralyze targets of character types (human, dwarf, etc). You may aim a hold person spell at up to 4 targets (use the EXIT command to target fewer).

Invisibility, 10' Radius makes all targets adjacent to the caster invisible. The THACØ of melee attacks against invisible targets is reduced by 4 and it is impossible to aim ranged attacks at them. Use this spell to set up a battle line while your enemies seek you out. Characters lose invisibility if they do anything but move. Some monsters can see invisible creatures.

Lightning Bolt is a magical electrical attack that does 1-6 hit points of damage per level of the caster to each target along its path. If the target makes its saving throw, damage is halved. A lightning bolt is 4 or 8 squares long in a line away from the caster. For best results, send the bolt down a row of opponents. Lightning bolts also reflect off walls back toward the spell caster. Targets adjacent or close to a wall may be hit twice by the same bolt.

Protection from Evil, 10' Radius protects the target and all characters adjacent to the target. The spell improves the AC and saving throws of those it protects by 2 against attackers of evil alignment.

Protection from Good, 10' Radius protects the target and all characters adjacent to the target. The spell improves the AC and saving throws of those it protects by 2 against attackers of good alignment.

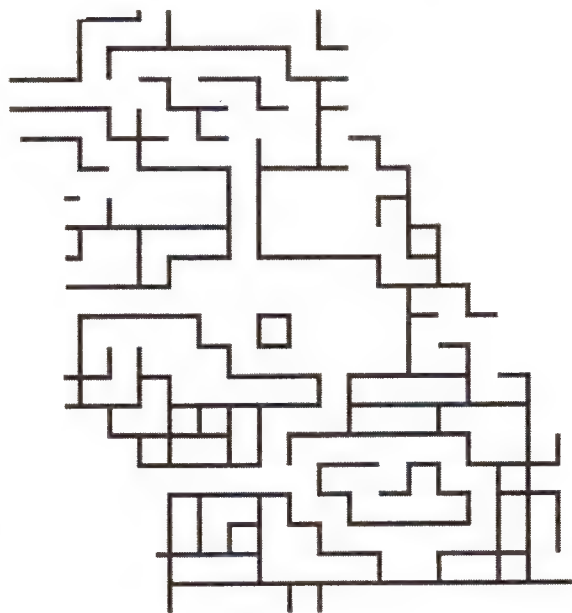
Protection from Normal Missiles makes the target immune to non-magical missiles.

Slow affects 1 target per level of caster and halves the target's movement and number of melee attacks per round. Slow can be used to negate a haste spell and only affects the side opposing the spell caster.

❧ JOURNAL ENTRIES ❧

❑ JOURNAL ENTRY 1

A MIRROR MAP FROM THE HIGH WALL.



❑ JOURNAL ENTRY 2

THE BLACK-ROBED RIDERS:

We backed up against the stone buttress at the end of the bridge, waiting to see what frightened everyone so badly.

A moment later they appeared, two riders in long, black robes with hoods that hid their faces. They came around the corner behind the Temple of Tymora, crossed the town square and pounded past us at the gallop. We turned and watched the guards stand back as the two raced through the gates and out of the city.

Slowly, the people in the square resumed their activities. Only now, they were all in a hurry to be somewhere else.

❑ JOURNAL ENTRY 3

THE BOAT REPAIRMAN'S STORY:

"Well, funny you should ask. See these three boats over here! I found them just last week, one by one, washed up on the sand bar outside town.

"See those holes in the sides! I patched 'em up. There were arrows in them, lots of 'em. Plenty of blood on the floorboards, too, but I cleaned that all up.

"Haven't found any boats like that north of town, but I've been looking. Maybe going north on the river's safer than going east.

"I'll fix 'em up and sell 'em. It gives me the shivers thinking about what happened to the people that were in 'em, but... the people who buy 'em will never know. What they don't know won't hurt 'em."

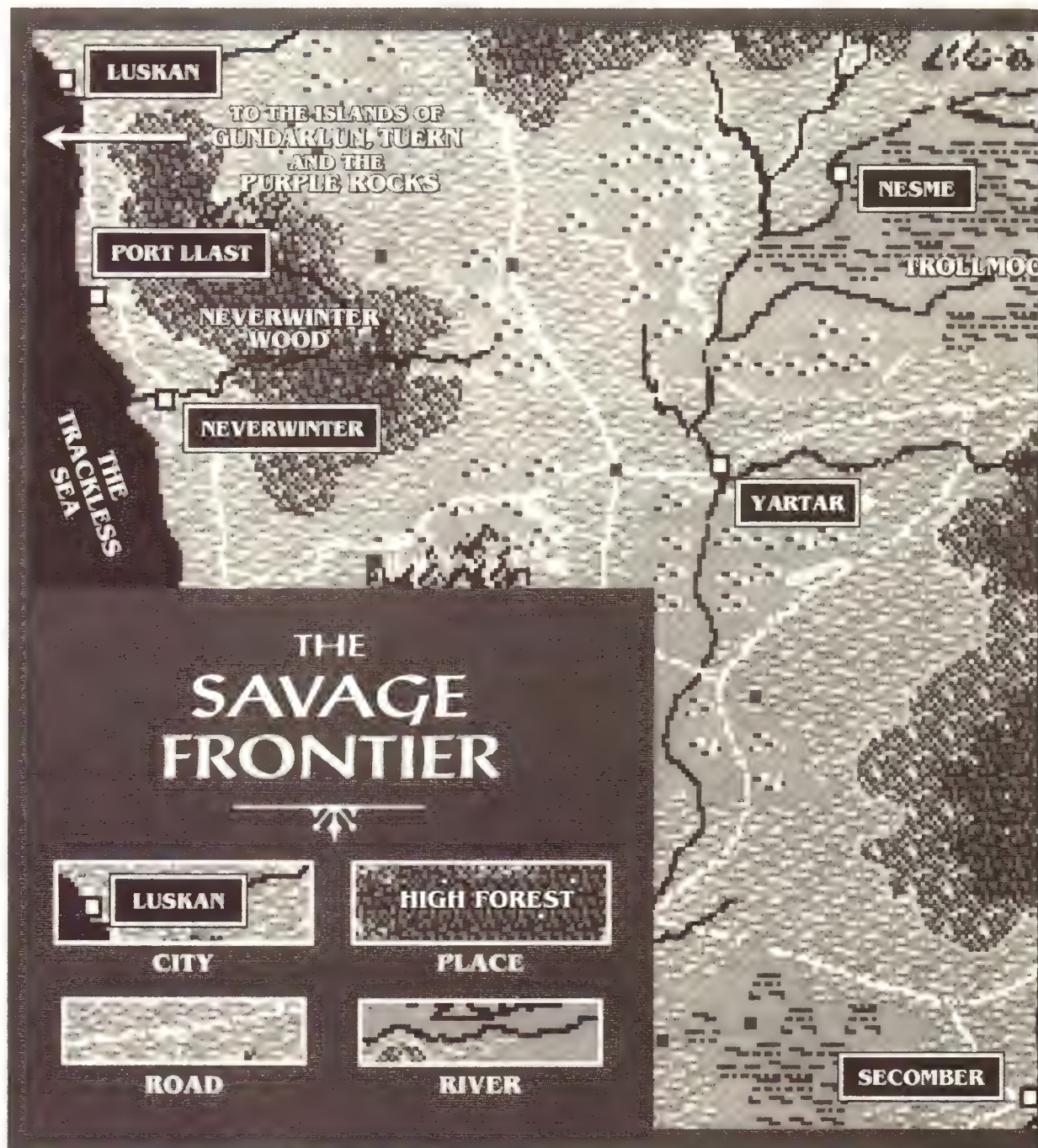
❑ JOURNAL ENTRY 4

THE FISHERMAN'S STORY:

The large fish market was almost empty, although the lingering smell of the place told of better days.

"How d'you like my sign!" the fisherman asked us, proudly. "Carved it m'self, y'know! 'Course, could do it better. Maybe now'd be a good time t' try. What with all the talk o' trolls and orcs and all, fishermen ain't goin' far up river. Ain't bringin' back much, neither.

"Good time for wood carvin'," he sighed sadly. "Bad time for sellin' fish."



□ JOURNAL ENTRY 5

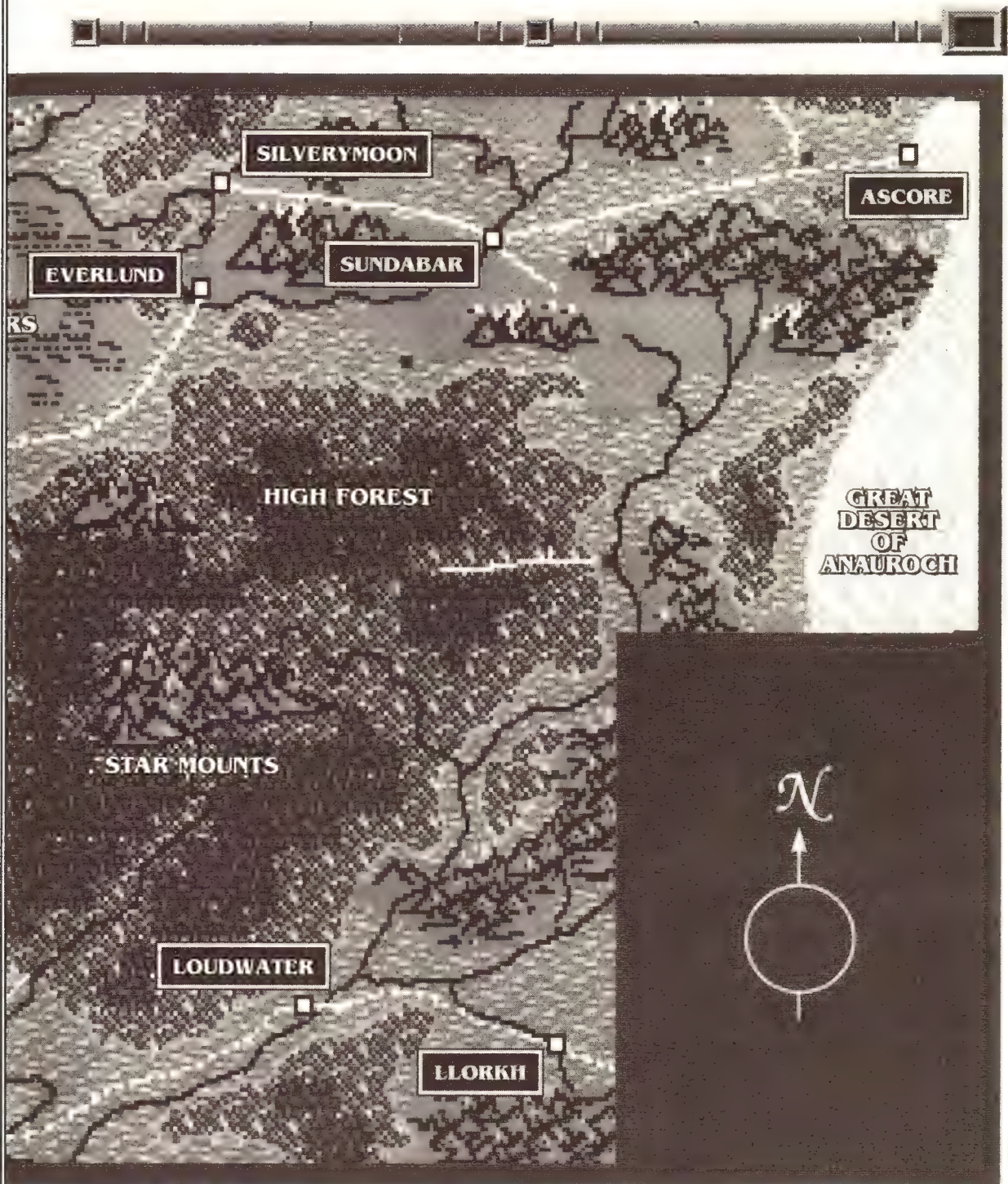
THE STOLEN REWARDS:

A curse upon their filthy heads! They've taken all we had, stolen everything save the clothes on our backs!

"More! More for everyone!" the waitress cried out at the tavern last night. We looked at each other, shame-faced at hav-

ing fallen for so old a trick. Someone slipped a little something in our food and we slept like contented babes while the bandits stole us blind!

All the gold earned on our last mission is gone. We endured those dangers, did our jobs and now are left with empty pockets! Our heads could have festooned the end of an orcsish pike. . . all for nothing!



They even took my fine magical sword with the gold braided handle, the one I used to slay the griffon at Longsaddle last winter. What I would give to have it one more time, if only to skewer the slime who committed this atrocity!

We still have the tiny purse of coins I kept beneath my pillow. There isn't much, but it will be enough to buy new weapons

and a few supplies. We need to find a new sponsor or a new mission quickly, to earn the money we need to live.

Whatever mission we next accept, we will have a second quest to complete as well: to catch these thieves and exact payment for last night!



“Our foes are many and varied, but we must always remember the face of our ultimate enemy...”

❑ JOURNAL ENTRY 6

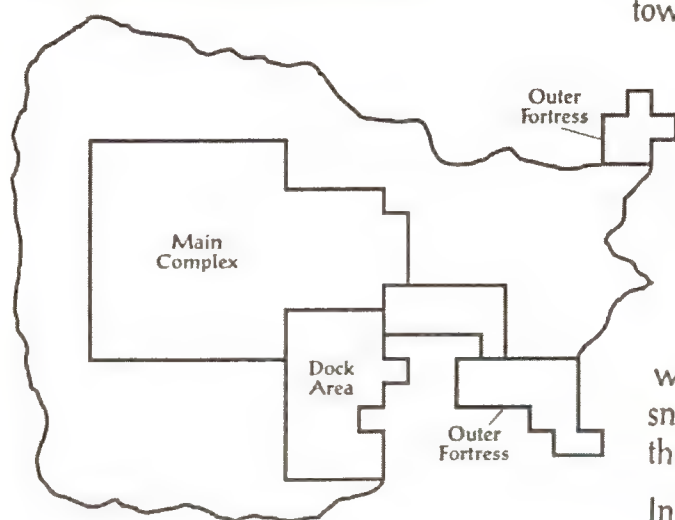
THE GUARDS AT YARTAR:

“We’ve been ordered that no one be allowed to leave the city for the rest of the day. Travellers from the north report that many bands of trolls have been seen there, and some have been observed close to Yartar.”

“These alerts normally don’t last very long. If there’s anything you need to buy at any of the stores here in town, this is a good time to do it.”

❑ JOURNAL ENTRY 7

MAP OF THE ISLAND FORTRESS.



❑ JOURNAL ENTRY 8

THE STORY OF THE PRIESTESS OF WAUKEEN:

“I never knew that a secret door led into the back of the temple like this! I’m only glad that you are friends instead of enemies!”

“I’m sure the people who attacked you in the outer room were going to use the secret door to enter the temple and kill us all! As sure as the market hawkers gather in the morning, they were sent here by the barbarians, and Longresses herself. All she wants is control of the city, and she doesn’t care with whom she allies herself to get it!”

❑ JOURNAL ENTRY 9

THE WATERBARON’S WELCOME:

“Welcome, adventurers! I regret that all of your treasure and possessions have been stolen. If the City Guards should recover any of your items they will be returned to you.

“I also understand that you are in need of a commission, but I have nothing for you at this time. However, Yartar is a busy town filled with many people from all corners of the Realms. Perhaps in the streets you will find someone in need of help during these troubled times.”

❑ JOURNAL ENTRY 10

MIELIKKI’S FESTIVAL:

All around us there was activity, with the music of many lutes and the snap of a hundred banners flapping in the breeze.

In the heart of the glade a chorus of young girls sang a blessing of the trees, and the birds seemed to echo back a happy, chirping refrain.

People everywhere were walking hand-in-hand, talking softly and revelling in the beauty all around them. It was almost enough to make us forget the worries and dangers that had brought us here to Silverymoon.

❑ JOURNAL ENTRY 11

THE BARGEUILDER'S STORY:

"I hope this panic about armies of orcs and trolls ends soon. We usually build two barges a month here. Now no one wants to send goods up river unless they have to, and we have no new orders.

"The river going east was always dangerous, but now going south is bad, too. Of course, the High Forest is still far more dangerous than any other place in this part of the Realms.

❑ JOURNAL ENTRY 12

THE COUNCIL MEMBER'S STORY:

"You may not care to listen to our sad tales, with your own horrid stories of orcish armies on the march, but here in Everlund strange things have been happening as well.

"Many undead have appeared in the old part of the city to the north, livestock have been disappearing from the pens near the river, and even stirges have been so bold as to attack people in the streets.

"What has our peaceful little town done to deserve such misery?"

❑ JOURNAL ENTRY 13

THE HARBORMASTER'S STORY:

"I tell ye, young 'uns, the only reason that the Gallant Prince still be anchored here in Port Llast Harbor is we ain't got no one who's darned fool enough t' board 'er and tow 'er out t' sea.

"We'd all heard she wa' missin', then Simon Hempwright the fisherman says he spied 'er adrift a mile off the coast, worm eat'n like she'd been a' sea a hundred years. The young idiot towed 'er in an' tied 'er up, an' then he goes traipsing down below decks like she wa' some pleasure barge out o' Waterdeep.

"Course, we never seen 'im no more after that, 'cept some say you can hear 'is screams a' night way back in town."

❑ JOURNAL ENTRY 14

LONGTRESSES ALARAUN'S STORY:

"Please, let me welcome you to Nesme. We have just completed a very unhappy task. I had to seize the city by force of arms to save it from the corrupt priests of Waukeen.

"By necessity, I enlisted the aid of some of the local. . . well, barbarians. And I do admit that now some of them are out of control. Take care as you travel through our streets, for my comrades are dangerous and love to fight."

❑ JOURNAL ENTRY 15

THE SEARCH OF THE MAGE'S BEDROOM:

In the debris you find a scrap of paper with the inscription:

ENWNWN. Go straight between turns until you must turn again. Use the knock on hidden door to the right.

❑ JOURNAL ENTRY 16

THE MAGE LIBRARIAN'S STORY:

"Oh my, oh my, it's good to see you! Yes, Amanitas and his assistant were indeed here, but look! Their room has been torn to pieces, and look at all this blood on the floor! Oh my, oh my!"

"I fear something terrible has befallen them. May Mystra guide you to his aid!"

❑ JOURNAL ENTRY 17

LORD NASHER'S STORY:

"I'm afraid you've come to Neverwinter in a time of great troubles. Many people were moving to the outskirts of the city to escape the troubles. The older, inner areas were becoming havens for criminals and all forms of monsters.

"We converted several blocks of the old city to indoor gardens to help bring people back to Neverwinter. But now monsters have invaded the indoor gardens. Instead of bringing people in and helping the city, the gardens are scaring them away!"

❑ JOURNAL ENTRY 18

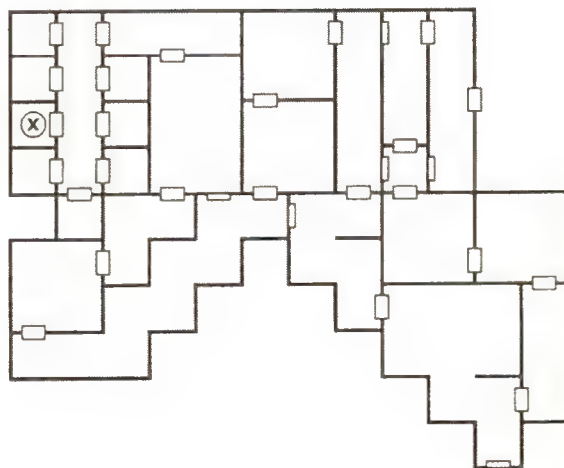
THE NESME HARBORMASTER'S STORY:

"It's not my fault! The story's the same in many towns on the river, not just here in Nesme! They can't blame me for this, no, no, they can't!"

"The warehouses on the eastern side of the river have been beset by a plague of giant frogs, and lizard men have been feasting on the herds in the stock pens to the west shore. Now the shipping companies won't stop here because of the danger!"

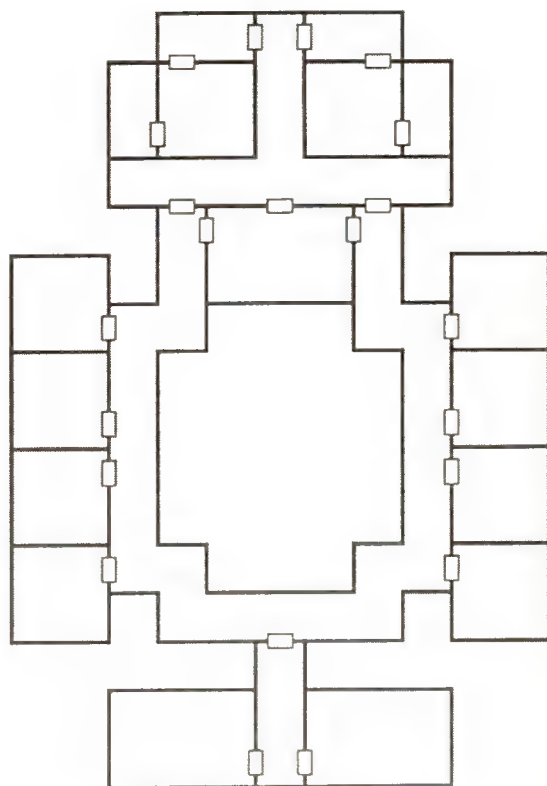
❑ JOURNAL ENTRY 19

A PORTION OF THE HOSTTOWER DUNGEON.



❑ JOURNAL ENTRY 20

A MAP FOUND IN SILVERMOON.



❑ JOURNAL ENTRY 21

KREVISH'S STORY:

"You know, I'd sure love to do something for you guys! If you're looking for work I have some friends here in Yartar who hire adventurers all the time and maybe they have something you could do and that way you could get back on your feet again and I would've helped you and I would've repaid you for saving my life and we'd be friends and wouldn't that be great!"

❑ JOURNAL ENTRY 22

VAALGAMON'S TAUNTS:

"You pathetic little simpletons! Did you think that a puny group of snivelling would-be heroes like yourselves could change one iota of my plan?!"

"Vaalgamon does not deal with your kind! Hah! I can snuff out your lives with the heel of my boot as I would the tiniest of car-rion-crawling insects! I will leave the trivial task of killing you to my Kraken hosts."

He turned and swept out of the room, as the heavy door slammed shut behind him.

❑ JOURNAL ENTRY 23

THE SAILOR TURNED TO STONE:

Beside the statue we found a crumpled note:

"They wanted the sea lanes clear between Luskan and the Purple Rocks, and any ship they found there they took over or destroyed. We were only one of the sad vessels in their path.

"One by one the undead they commanded have killed our crew, transforming them into lonely wanderers like themselves. Soon it will be my turn. I only hope that the tall one turns me to stone, as he did the Captain, so I may be spared such eternal torture.

"Some are Krakens, but the magic-user is from a great tower somewhere to the north. He kept taunting the Krakens, saying they needed to go to all this trouble because they were not clever. He said that the wizards of the tower had great power, but that they were clever too. He said their treasure was hidden in the opposite direction from where anyone would ever look."



“ The High Forest has always been dangerous, but now, even the cities of the north are beset by monsters. ”

❑ JOURNAL ENTRY 24

INTO THE HIDDEN COMPLEX:

We followed Krevish around several corners and down an alley, where he pressed a hidden panel in a wall. A door swung open, and after some hesitation we let him lead us into a dark corridor. Our weapons and armor clanked loudly as we walked cautiously down the passageway, finally arriving before a heavy wooden door.

Krevish knocked on the wood in a complex pattern of beats with both knuckles and palm, and in a moment it was opened by an angry-looking man in well-crafted armor.

❑ JOURNAL ENTRY 25

THE MEETING BENEATH YARTAR:

The man looked us over for a moment, not at all sure whether he liked the idea that Krevish had brought our party to his secret lair.

"It's all right, Captain!" Krevish piped up enthusiastically. "They saved my life! They didn't have to do it, they could have just kept on walking, but they stopped and risked their lives to save mine and that was really nice of them and that's why you really ought to give them a chance to carry out a mission for us because they've really earned a chance I think, don't you?"

The Captain rolled his eyes. "All right, Krevish, all right," he sighed. "If you'll just be quiet I'll give them a chance."

"As you know," he told us, "the Temples of Bane are dedicated to the advancement of Evil in the Realms. One cleric of Bane in the town of Nesme, up the river to the north of here, has been causing great disruptions in that city.

"We believe that to save Nesme from civil war he must be stopped. If you can find the Banite Cleric, and carry out this mission, you will have proven yourselves to be as valuable as Krevish here says you are. Well. . . almost as valuable, anyway."

❑ JOURNAL ENTRY 26

THE COLLEGE DEAN'S STORY:

"It's really been quite terrible, quite awful here. The areas near the docks on the north bank of the river are full of lizard men and other monsters. Here! In Silverymoon! It's unheard of!

"It's as if someone was trying to keep the good law-abiding folk away from the river. Perhaps the orcs plan a great offensive and are trying to deprive us of supplies.

"What will become of us! Silverymoon was such a peaceful town. I just don't know. . . ."

❑ JOURNAL ENTRY 27

THE CAPTAIN OF THE RIDERS OF NESME'S STORY:

"Yes, we too have heard the stories of the trolls gathering in a great army to the east in the Trollmoors, and now small groups of them have been seen in the ruins to the east of the city.

"We should be going out to drive them back! We should be scouting the moors to see what's going on! But are we! No! We're confined to barracks because Longtresses Alaraun has taken over. If we go near the city now, the crazy barbarians will start a full-scale war!"

❑ JOURNAL ENTRY 28

EREK'S STORY:

"Don't just stand there! Amelior Amanitas, the brilliant magic-user for whom I work, is in great danger! They said they were taking him up the river to Everlund, and from there overland to Llorkh and on to Zhentil Keep! They were furious that he'd discovered their plan, and there's no telling what they'll do to him once he's there!

"If we don't find him before they leave Everlund we'll never have a chance — there are so many routes they could take towards Llorkh. . . we have to find him quickly!"

□ JOURNAL ENTRY 29

THE CHALLENGE OF AMANITAS:

We quickly summarized for Amanitas what we had learned thus far. We also told how some Banites believed that only he could stop the forces of Zhentil Keep from conquering the lands of the Savage Frontier.

"What was revealed to you by the Banites is correct," he said when we'd finished. "I learned much of the tale from an escaped slave who had been a servant to the Zhentarim general Vaalgamon, and my investigations since have only served to confirm how great the danger truly is.

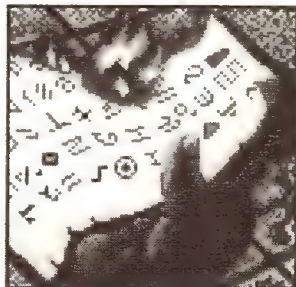
"Although most of their story has been lost in time, I know now that four statuettes were created in ancient Ascore. They were powerful magical items used in the defense of the city, although precisely how they worked is still a mystery. One was crafted to focus on each direction of the compass, protecting Ascore from enemies to the North, East, West and South.

"When the city fell into ruins the statuettes passed from owner to owner throughout the Savage Frontier for many centuries. They travelled in directions very different from their names. For example, the Statuette of the East has for many years been hidden somewhere in the west.

"Now the Zhentarim have dispatched Vaalgamon to collect the statuettes. They believe that by returning the statuettes to Ascore they can open a safe path through the Great Desert. Through that path they intend to send armies to conquer the entire Savage Frontier.

"We must find and seize the statuettes before Vaalgamon can collect them, or a pall of darkness will fall across the north.

"My magical investigations cannot tell me exactly where they are located, but I have a sense of the place where each statuette now lies. To find them you cannot follow a map of the road beneath your feet — I can lead you to your goals only by revealing the pathways you must trace within your own souls.



“We rushed forward as the documents burst into flame. All we could save was a part of one small paper.”

"First, you must lift your eyes with hope, even if the vision which fills them is one of evil. The Statuette of the East is located in a great tower, and when you look up at its many spires you shall know that you have found it.

"Next, you must seek small truths within the large, unfathomable world, for these are the only truths you will ever truly know. The Statuette of the West lies in a small chest carved from the pearl of a great oyster, in a small room carved from the rock of a great mountain, which is itself made small by the greatness of the sea.

"You must then travel to the place to which people do not wish to go, because we never truly covet that which we can easily attain. The Statuette of the North lies nowhere close by, but on the long way that many travellers nonetheless must pass.

"Then you must soar where even the birds cannot fly, and have faith that even without wings you can reach great heights. The Statuette of the South lies both high above and far below the surface of the land."



“ P-P-Pirates?
No pirates here in
Luskan, no sir.
Never seen one
here. Not a one.
No, no pirates
here! ”

"If you gain the four statuettes, take them to Ascore. I have created one more special item which, when combined with the four ancient images, will turn the Zhentarim's planned triumph into total and irreversible defeat. But this can only be accomplished in the ancient plaza at Ascore."

He reached into his robes and drew out a small, square card that looked like it was made of a thin layer of metal. Runes were embossed upon it.

"This isn't it!" he exclaimed, annoyed. "But I suppose you should take it anyway. It's one of my latest inventions. I call it the Card of Counting. If you carry it the vaults in Yartar, Neverwinter and Silverymoon will all save and exchange your valuables as if they were really just one place. Could be quite handy, yes, quite handy. Don't leave here without it."

"Well, that's it! Good luck to you, and may you find the path easy to follow. You can come visit me any time at my house in Secomber, and if I've learned more about

any of the statuettes I'll be happy to share the information with you. Good bye!"

"The magic item?" we asked. "There was an important magic item you were going to give us!"

"Oh yes, yes, yes. Mustn't forget it. Very important." He searched through his robes once more. . . .

❑ JOURNAL ENTRY 30

BRINSHAAR'S STORY:

"My name is Brinshaar, and I am a magic-user from Neverwinter. They kidnapped me there and were torturing me to learn of Lord Nasher's magical defenses. Thanks to you they learned nothing, and Neverwinter remains safe!"

"As it turns out, I can repay you for your kindness without delay. I have seen the statuette you tell me that you seek. It is not secreted in the Hosttower, but somewhere in the dungeons where we now stand."

❑ JOURNAL ENTRY 31

THE BANITE CLERIC'S LETTER FRAGMENT:

"... that you found the explanation for the gatherings of trolls and orcish armies in the north. I had suspected it was the work of the Zhentarim, and if we had not discovered it in time they might have conquered this entire region."

"The fools believe that it is their cunning and their might that brings them such awesome power. Have they forgotten so quickly about the Temples of Bane, and the power that even our own leaders cannot abdicate? That we, the clerics who carry out Bane's will, are the ones who have made the name of the Zhentarim feared throughout the Realms?"

"I agree with your letter, and although we have never met I feel closely bound to you. By destroying this plan before it starts

we shall ensure that never again will the Banite clerics be taken for granted in Zhentil Keep!

"I will meet you during the Festival of Mielikki in the hidden temple behind your shop in Silverymoon. We shall find the magic-user from the south who can turn the power of the Zhentarim against itself. Then we shall see how brilliant the Zhentarim prove to be!

"We must not think that because we know about their plans to cross the desert it will be simple to stop them. I am confident we will be successful within days only because. . ."

The remainder of the letter was destroyed, and the ashes crumble to nothingness in my hands.

□ JOURNAL ENTRY 32

THE WATERBARON'S WARNING:

"I must ask you to leave this place immediately! Great forces here seek your destruction. I will not help them but neither can I stand in their way. Go now!"

□ JOURNAL ENTRY 33

BROADHAND'S STORY:

Broadhand led us into a small, hidden room decorated with images and statues of Bane. He obviously believed us to be fellow Banites from the temple at Nesme.

"I was worried when I sent my letter and no messenger came bearing a reply. I'm glad to see you've arrived during the Festival as I suggested.

"Once the Zhentarim would have been content with having found a way to open this safe caravan route through the Great Desert. They would have let time pass, allowing towns and villages to become dependent on a supply route that only the

Zhentarim controlled. Then, quietly but inexorably, the hidden reins of power would be pulled into their grasp.

"Now their greed to seize the northern Realms is unbounded and impatient. Sending armies across the Great Desert! Who would ever have believed it!! They have forgotten that a single dagger at midnight may sow greater terror than 10,000 swords at dawn!

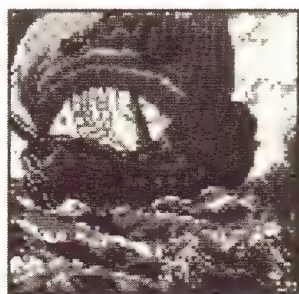
"Even now they are completing their complex on the eastern edge of the desert, and are reclaiming the dead city of Ascore on the western edge as well. They have forged alliances with the Krakens and with other forces in the North. I also hear tales that something big is going on in Llorkh. Magic items of great power are being collected for the task, and I have been assured that they do indeed have the power to allow the safe crossing of the desert!

"We must strike now! Controlling the Realms from the Moonsea to the Sea of Swords will greatly strengthen the Zhentarim, and the historic balance between the Zhentarim and the Banites will be lost!

"Visiting here in Silverymoon at the Vault of the Sages is the wizard I wrote you about, Amelior Amanitas from Secomber. He learned much of this plot from a slave who had escaped from a Zhentarim caravan, and is convinced he can stop it with his magical powers.

"He sent a message to a fellow wizard here in Silverymoon, but one of my acolytes waylaid the courier and we learned of the plan. Since Amanitas has now come here himself, he must have received word of the messenger's death and is willing to take great risks to defeat the Zhentarim.

"You must find Amanitas quickly. Help him in this task, but do not tell him you are Banites or he will never listen to you. For all his brilliance he refuses to accept the beauty of pure Evil, and will never know the joy we find in Bane.



66 The huge ship beat its way through the rising waves. The great letter on its main sail made it quite clear who we were dealing with. 99

"Hurry now! As we speak our enemies make progress on their path!"

He slipped out of the room, motioning for us to wait a short time before leaving to complete our "mission."

❑ JOURNAL ENTRY 34

THE ESCAPE OF THE PRISONERS:

Three men rushed from the tiny cell, their clothes in tatters, eyes drawn from lack of food and sleep.

One stopped to look down at the dead Banite, and a broad smile spread across his hollow face. "Looks like you've done the job we were sent to do!" he said, laughing unnaturally. "Now we can go home and take the credit! We of the Zhentarim salute you!"

His companions blanched as he said the forbidden word — only others dare to use that name, never the Zhentarim themselves. They cursed in hushed voices, pulled him from the room, and were instantly out of sight.

We looked at each other helplessly. Because we knew the Banite to be evil, we had slain him — the one man who could stop the Zhentarim's plan for the conquest of the Savage Frontier. There was no choice. We had been searching for a mission. Now, by accident, we had found one. We would have to save the northern Realms ourselves.

❑ JOURNAL ENTRY 35

THE KRAKEN STRONGHOLD:

The castle that rose above us was so great in size that it dominated the entire island, as if it were a statue and the whole of Trisk were only its base.

The front of the building was carved in the image of a massive squid that rose a hundred feet above the island, its huge eyes glowing from some frightful, hidden light. Behind it the building gradually transformed into a heavily fortified castle, with high parapets that seemed to go on and on until they merged into the cliff-sides of the coast.

❑ JOURNAL ENTRY 36

THE ODD MESSAGE OF THE KRAKEN:

css al a i gad. csl te o cre suhet te t i tk wl
gad te trae i. dc te t dw do suh te truh vut
is fo tkn b wl sau te.

❑ JOURNAL ENTRY 37

THE ARENA BENEATH LLORKH:

The arena in which we stood was broad and spacious, surrounded by seats for several thousand spectators.

Most of those seats were already filled. Several hundred black-robed men sat in one section, beside an equal number of other humans and a few strange-looking beings in the shadows — they may have been drow elves. Separated from the

A single man stood at the railing near the bow, his black cape flowing behind him in the stiff sea breeze. Could it be Vaalgamon himself?

The ship swung to the northwest, its sail dropping as it entered the lee of the island and started to approach a large dock. Men ran across the decks and scrambled up the rigging as they prepared for their arrival.

If this ship was coming for the statuette, our time was running out!

❑ JOURNAL ENTRY 42

THE STORY OF PHINTARN REDBLADE:

The flowers were left in beautifully woven baskets beside the street, and had delicate hand-embroidered ribbons on them. One said simply "In memory of Phintarn Redblade, Last Ruler of Llorkh." Another read:

"Tonight thy killers sit within thy Keep,
But soon they'll lie beneath it. . . six feet deep."

A guard wandered by and saw us looking at the flowers. Drawing his sword, he knocked them from my hand and crushed them with his boot. "If you're a dwarf-lover," he warned us, "Llorkh is no place for you!"

❑ JOURNAL ENTRY 43

MUTHTUR'S STORY:

As if he'd read our thoughts, the creature said, "Yes, I'm a half-orc and to you I'm ugly as an otyugh. I'm also the hideous, inhuman thing that saved your lives."

We all looked at each other, embarrassed, and several of us murmured our thanks.

"I lived with a small colony of other outcasts in the High Forest, until raiding par-

ties from Llorkh captured me and brought me here. They called me a 'novelty fighter' and said it'd be fun to watch something different in the arena for a change.

"I'm no novelty, I'm a person. And I killed the man who said it. My name is Muthtur and all I want to do is go home.

"When they brought me here I saw them use a secret door in the north alcove of the arena. I don't know where it leads, but it may help us all get out of here."

❑ JOURNAL ENTRY 44

THE POTTER'S STORY:

"I overheard our captors saying that fire giants have been preying on any adventurers who were lucky enough to find meteorites. The giants sell the stolen ore to pirates in exchange for gems, grain, or even some of us as slaves."

She shivered visibly and thanked us once again for saving them.

❑ JOURNAL ENTRY 45

THE DYING ZHENTARIM'S DEFIANCE:

"You may have gotten this far, but even if you could get all the statuettes you'd never make it to Ascore. . . Vaalgamon is far too clever for you, and our power is too great. . . .

"Enjoy your triumph for tonight, for it will rot into disaster by tomorrow!"

❑ JOURNAL ENTRY 46

THE STORY OF THE HIDDEN DWARVES:

"We have been prisoners in our own city ever since Lord Redblade was killed. They say it was an accident, but we all know it was the Zhentarim that killed him, and that it is they who control Llorkh. Geildarr is only a puppet, an outsider brought here by them to control the town.

humans by a respectfully wide zone of empty seats, the remainder of the arena was filled by orcs, with a scattering of goblins and even bugbears.

The great bowl was filled with the din of a thousand conversations, but every voice was silenced at once when a guard called out, "All rise for Lord Vaalgamon!"

The familiar figure of the Zhentarim general strode onto a dais on the western side of the arena and motioned for his followers to be seated.

"Well, my friends!" he told us, a hideous smile distorting his already-twisted features. "I see we have the pleasure of meeting again!"

"I must say that I admire the courage and cunning that have brought you this far. You have defeated forces that should have defeated you. Their deaths at your hands are appropriate punishment for their failure.

"As a reward for your achievements, I will give you all a chance. Defeat three sets of opponents in my arena and I shall let you live.

"Let the combat begin!"

Across the arena a steel grating opened, and we turned to face our first opponent. . .

❑ JOURNAL ENTRY 38

KING THRELKED IRONFIST'S STORY:

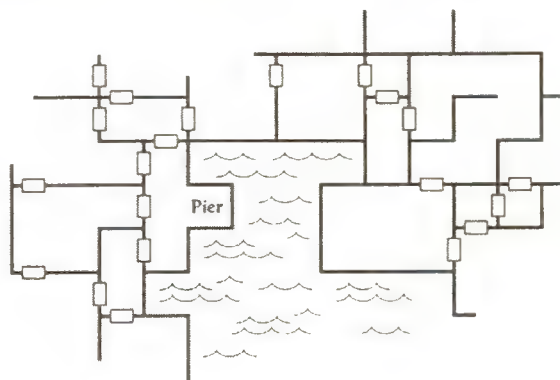
"Ever since the reports of the meteorite strike on the north end of the island, many adventurers have come here seeking ore for magical swords. However, no one on this island can craft such fine weapons.

"I warn all adventurers, but few listen. There are many canyons that cut across the island, and some have networks of

great volcanic caves filled with fearsome monsters. Only parties of veteran adventurers should dare to enter them."

❑ JOURNAL ENTRY 39

A MAP FOUND IN THE OTYUGH'S LAIR.



❑ JOURNAL ENTRY 40

THE UThERAAL VILLAGER'S STORY:

"The headquarters of the Kraken Society is on Trisk, the other island just across the strait. They also have fortresses here on Utheraal, on the western coast, where they force us to pay tribute.

"They take almost everything we have, but if we don't pay they will take us away as slaves. I don't know if you can defeat them, but whatever you do can only make our lives better."

❑ JOURNAL ENTRY 41

THE ZHENTARIM SHIP ARRIVES:

Rounding a rocky point far below us was a ship with a single huge, red sail. A large black "M" filled its billowing expanse, which we could only speculate was the symbol of Lord Manshoon, the leader of Zhentil Keep.

"Just a few days ago a Zhentarim column came through Llorkh, and they murdered any dwarf they could find. That's why we're now in hiding — this is the lair of a medusa, but even with her hell hound guards we are safer here than on the city's streets."

❑ JOURNAL ENTRY 47

KESTUTIS' STORY:

"My name is Kestutis, and I was once a knight who served the Kings of Tuern and Gundarlun. In those days the two islands were friends, not the tense rivals they have come to be.

"Here on Tuern I dared to enter the hottest volcanic vents in search of evil fire giants who terrorized Uttersea, and the old King gave me this ancient fortress as a reward for my service.

"I am impressed by your valor and your skill in taking on the mission you have described. Just as I risked my life in service to the people of the North, so you are risking yours. Take this, the Armor of the Glacier that I wore during my service — it will give you protection against fire and against the monsters which it spawns."

❑ JOURNAL ENTRY 48

THE SIGNS AT SECOMBER:

"The road and river to the east have become very dangerous. Go only if you need to, and try to travel with a strong group of experienced adventurers."

— Selarn

❑ JOURNAL ENTRY 49

THE KRAKEN'S CODED MESSAGE:

ot l t t ur. ate h f onr otws h o t ae il urs h
hetnd f. ok h o on or ot h hog al t rm ae e
il tte h.

❑ JOURNAL ENTRY 50

THE AARAKOCRA'S STORY:

"High atop the Star Mounts the birds cannot go. Our homes are there, and only we and the dragons can brave the fierce winds that blow through the mountain-tops. We have seen black dragons fly to an aerie on one of the highest peaks, and saw it to be that a human female rode upon the back of one such dragon.



“ The Star Mounts... I've never heard of anyone who went there and came back to tell the tale. ”

"We have heard that the chambers within the mountain be crafted as a maze. It has been told that the corridors be in the form of the first initial of their owner in three different runic alphabets, each superimposed upon the other and on their own inverses, so that the letters are entwined in many layers."

❑ JOURNAL ENTRY 51

THE GUILTY CITIZEN'S STORY:

"I didn't want to help them, really I didn't. I haven't taken a share of pirate booty in years. They said if I didn't report on Jagaerda's movements they'd turn me over to the King!"

"I don't know where they have her! I took my reports to a house hidden away among the cliffs on the southern coast. Please spare me! I've told you everything I know!"

❑ JOURNAL ENTRY 52

THE KRAKEN'S CODED MESSAGE:

etuw lek msu rgt u rwtt k. ite edea leto e
uw to eot se. gria a s.



“Never had we seen such a sinister construction. Our hearts quaked, but we advanced nonetheless...”

❑ JOURNAL ENTRY 53

AN OUNCE OF JUSTICE:

Several weapons were stacked in one corner of the room, and suddenly I cried out in delight.

My magical long sword, the gold braid on its handle tarnished but undamaged, lay amidst the pile of crudely crafted weapons! I ran over, pulled it from its sheath and examined the blade — still sharp and true as any arrow fired from Helm's bow!

Whatever evils might stalk the Realms, I knew that for this one moment justice had been done. The gold they'd stolen from us at the Inn was gone forever, but with this sword our honor was restored!

❑ JOURNAL ENTRY 54

CEPTIENNE'S WELCOME:

"Welcome to my home," the image said, smiling. "My name is Ceptienne, and I know that you are here to steal the Statuette of the South from me." She waited for the effect of this proclamation to take hold.

"You have proven yourselves worthy adversaries to have gotten this far, and I enjoy the challenge of a clever enemy. I shall kill you. . . yes, that much is certain. But I shall give you a chance to find the object that you seek."

A great crystal globe beside her flickered to life, and the statuette appeared within it. "My fortress here has many portals. Twelve now stand between you and your objective. I shall follow your movements with interest."

She smiled once more and the image faded from view.

❑ JOURNAL ENTRY 55

KING REDAXE TELLS OF THE PURPLE ROCKS:

"The Purple Rocks may be the isles you seek," said the King. "They have become a sad place. Their people were like other island folk, hardworking, many of them seafarers. A few generations ago something strange occurred, and many gathered in a secret cult which has become very powerful, called the Kraken Society. They worship the symbol of the Kraken, a huge squid that can easily destroy great ships.

"There are two islands in the Purple Rocks, Utheraal and Trisk. The people of Utheraal are impoverished, but continue to live as before. The people of Trisk, however, have been completely consumed by the Krakens and are controlled by them.

"I know you have been to Tuern already, but it is there that you have the best chance of finding someone who will take you to the Purple Rocks. May Selune guide you on your journey."

❑ JOURNAL ENTRY 56

THE MAN OF MIRRORS' STORY:

"I search and research. . . I find the hidden. . . I solve the unsolvable. I find reason within chaos and harmony from the stars.

"Vaalgamon has entrusted to me the riddle of the mirror-maps and they shall not defeat me! Already I have confirmed much of what they tell, and soon I shall give the general everything he seeks and more!"

❑ JOURNAL ENTRY 57

THE MAGIC MOUTH'S STORY:

"You have done well, adventurers," the stone face said. Its voice was deep and its features expressionless, but the tone of its words was warm, almost friendly.

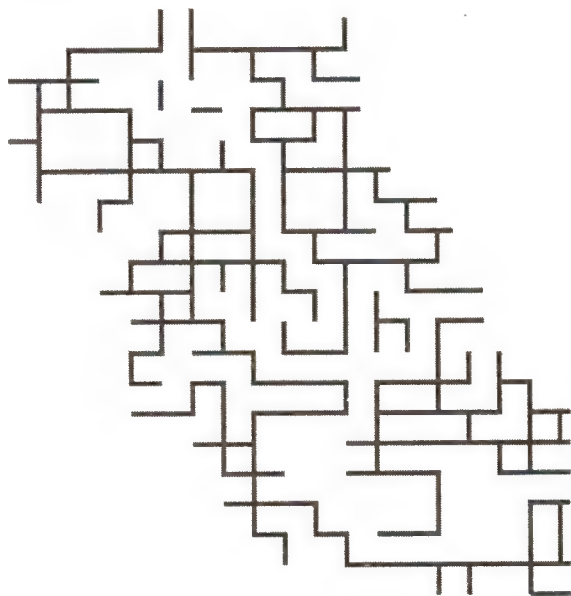
"It is time for you to reap your reward. Look within the waters of my fountain and discern what riches can await you!"

Everyone looked at the spraying water as an image began to form there. The vision showed a pool filled not with water, but with gold. Each member of the party was swimming in it, leaping about and laughing and tossing coins in the air.

The image faded. "That was a dream, my friends, but it is a dream that you can make real. Drop the statuettes in my warm waters and this ocean of gold shall be yours!"

❑ JOURNAL ENTRY 58

A MIRROR MAP FROM THE HIGH WALL.



❑ JOURNAL ENTRY 59

THE OLD THIEF'S STORY:

"I was once an adventurer like you, in service to the Lords' Alliance, and a fine pickpocket when it came to relieving our enemies of their documents. . . and perhaps an occasional jewel to compensate me for my trouble!"

"He was a contemptuous buffoon, Vaalgamon was, pushed me down in the street as he passed by, for no good reason. I may be an old man, but I still have the touch! I saw to it that Vaalgamon didn't leave Sundabar with everything he'd brought!" He held out an aged but steady hand, presenting an envelope with a broken wax seal.

We opened the envelope and removed what seemed to be a hastily scribbled note:

"Fool! You allow one tiny band of mongrels to threaten everything our legions now pursue!"

Get to the pyramids at Ascore without delay! Let no one pass through the stronghold! Guard every pathway — I care not to hear your tales of how many there are. If the Road fails you will pay for your carelessness!"

The note was signed with a large, scrawled letter "M".

❑ JOURNAL ENTRY 60

NOTES FROM A PRISON CELL:

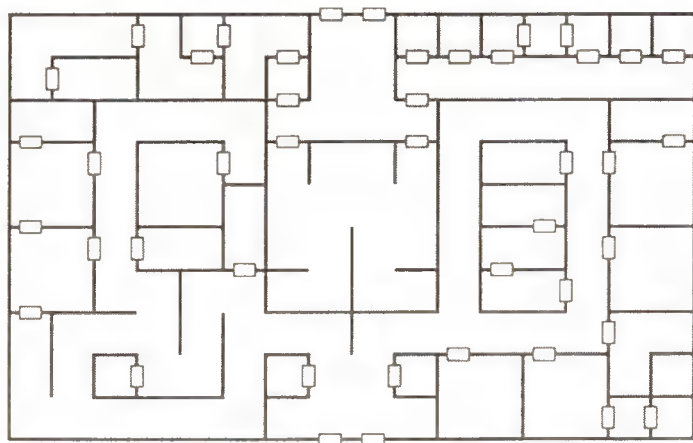
As I sit and write my journal the unrelenting cold spreads deep within my bones. The stone floor and thick walls of my cell here in Zhentil Keep drain every last ounce of warmth from my body.

We never understood the significance of the statuettes, nor their power. With all four in his possession, Vaalgamon achieved his goals, and all the northern Realms fell under the Zhentarim shadow.

Our riches have availed us nothing. We were hunted down, captured, and brought to this prison, where they keep us alive only out of a desire for revenge. If only we had the chance to live the past over once again. . . .

❑ JOURNAL ENTRY 61

A MIRROR MAP FROM THE HIGH WALL.



❑ JOURNAL ENTRY 62

A LONELY LAMENT:

I hear the sound of many footsteps approaching. I'm sure that they will find us soon.

If we had known of Ceptienne's true role as an opponent of the Zhentarim, the real statuettes would have been ours instead of the false ones we now hold.

We must assume that Vaalgamon's boastful speech was correct, and that the High Forest holds the spot where the magical path across the desert ends.

But to know this now is useless. We have fallen into his trap and we are his to play with, as a cat plays with the mouse it is about to devour.

Perhaps others will follow us on this path and find that victory awaits them instead of death.

← North

TABLES

MAXIMUM LEVEL LIMITS BY RACE, CLASS AND PRIME REQUISITE

CLASS	ABILITY	DWARF	ELF	GNOME	HALF-ELF	HALFLING	HUMAN
Cleric	Any	no	no	no	5	no	6*
Fighter	STR 16-	7	5	5	6	4	8*
	STR 17	8*	6	5	7	5	8*
	STR 18+	8*	7	6	8*	no	8*
Paladin	Any	no	no	no	no	no	8*
Ranger	STR 16-	no	no	no	6	no	7*
	STR 17	no	no	no	7*	no	7*
	STR 18+	no	no	no	7*	no	7*
Magic-User	INT 16-	no	6*	no	6*	no	6*
	INT 17	no	6*	no	6*	no	6*
	INT 18	no	6*	no	6*	no	6*
Thief	Any	8*	8*	8*	8*	8*	8*

no: Characters of this race cannot be of this class.

*: Highest Level Available in Gateway to the Savage Frontier.

RANGE OF ABILITY SCORES BY RACE

ABILITY	DWARF	ELF	GNOME	HALF-ELF	HALFLING	HUMAN
Strength	M/F	M/F	M/F	M/F	M/F	M/F
Min.	8/8	3/3	6/6	3/3	6/6	3/3
Max	18/17	18/16	18/15	18/17	17/14	18/18
Intelligence						
Min.	3/3	8/8	7/7	4/4	6/6	3/3
Max.	18/18	18/18	18/18	18/18	18/18	18/18
Wisdom						
Min.	3/3	3/3	3/3	3/3	3/3	3/3
Max.	18/18	18/18	18/18	18/18	17/17	18/18
Dexterity						
Min.	3/3	7/7	3/3	6/6	8/8	3/3
Max.	17/17	19/19	18/18	18/18	18/18	18/18
Constitution						
Min.	12/12	6/6	8/8	6/6	10/10	3/3
Max.	19/19	18/18	18/18	18/18	19/19	18/18
Charisma						
Min.	3/3	8/8	3/3	3/3	3/3	3/3
Max.	16/16	18/18	18/18	18/18	18/18	18/18

M/F= Male/Female.

ABILITY SCORE MODIFIERS BY RACE

RACE	MODIFIERS
Dwarf	Constitution +1, Charisma -1
Elf	Dexterity +1, Constitution -1
Gnome	none
Half-elf	none
Halfling	Dexterity+1, Strength-1
Human	none

DEXTERITY TABLE

ABILITY SCORE	REACTION/MISSILE BONUS	AC BONUS
3	-3	+4
4	-2	+3
5	-1	+2
6	0	+1
7	0	0
8	0	0
9	0	0
10	0	0
11	0	0
12	0	0
13	0	0
14	0	0
15	0	-1
16	+1	-2
17	+2	-3
18	+3	-4

STRENGTH TABLE

ABILITY SCORE	THAC0 BONUS	DAMAGE ADJUSTMENT	WEIGHT ALLOWANCE (IN GOLD PIECES)
3	-3	-1	-350
4-5	-2	-1	-250
6-7	-1	none	-150
8-9	normal	none	normal
10-11	normal	none	normal
12-13	normal	none	+100
14-15	normal	none	+200
16	normal	+1	+350
17	+1	+1	+500
18	+1	+2	+750
18/01-50*	+1	+3	+1,000
18/51-75*	+2	+3	+1,250
18/76-90*	+2	+4	+1,500
18/91-99*	+2	+5	+2,000
18/00*	+3	+6	+3,000

*These bonuses available to fighter classes only (Fighter, Paladin, Ranger).

CONSTITUTION TABLE

ABILITY SCORE	HIT POINT ADJUSTMENT	RESURRECTION SURVIVAL
3	-2	40%
4	-1	45%
5	-1	50%
6	-1	55%
7	0	60%
8	0	65%
9	0	70%
10	0	75%
11	0	80%
12	0	85%
13	0	90%
14	0	92%
15	+1	94%
16	+2	96%
17	+2 (+3)*	98%
18	+2 (+4)*	100%

*These bonuses available to fighter classes only (Fighter, Paladin, Ranger).

MULTIPLE ATTACKS FOR FIGHTER-TYPE CHARACTERS

CLASS LEVEL	ATTACKS PER ROUND
Fighter 1-6	1/1
Paladin 1-6	1/1
Ranger 1-7	1/1
Fighter 7+	3/2
Paladin 7+	3/2

MONEY CONVERSIONS

COIN TYPE	GOLD EQUIVALENT
Copper	200 cp = 1 gp
Silver	20 sp = 1 gp
Electrum	2 ep = 1 gp
Gold	1 gp = 1 gp
Platinum	1/5 pp = 1 gp

ARMOR AND WEAPONS PERMITTED BY CHARACTER CLASS

CLASS	MAX ARMOR	SHIELD	WEAPONS
Cleric	any	any	club, flail, hammer, mace, staff, staff sling
Fighter	any	any	any
Paladin	any	any	any
Ranger	any	any	any
Magic-User	none	none	dagger, dart, staff
Thief	leather	none	club, dagger, dart, sling, one-handed swords, short bow

ARMOR TABLE

ARMOR TYPE	WEIGHT IN GP.	AC	MAXIMUM MOVEMENT*
None	0	10	-
Shield#	50	9	-
Leather	150	8	12 squares
Padded	100	8	9 squares
Studded	200	7	9 squares
Ring Mail	250	7	9 squares
Scale Mail	400	6	6 squares
Chain Mail	300	5	9 squares
Banded	350	4	9 squares
Splint Mail	400	4	6 squares
Plate	450	3	6 squares

* A character carrying many objects, including a large number of coins, can be limited in movement to a maximum of 3 squares per turn. # A Shield subtracts 1 AC from any armor it's used with.

WEAPONS TABLE

NAME	DAMAGE VS. MAN SIZED	DAMAGE VS. LARGER THAN MAN SIZED	NUMBER OF HANDS	CLASS
Axe, Hand	1-6	1-4	1	f
Bastard Sword	2-8	2-16	2	f
Battleaxe	1-8	1-8	1	f
Broad Sword	2-8	2-7	1	f,th
Club	1-6	1-3	1	f,cl,th
Composite Long Bow*	1-6	1-6	2	f
Composite Short Bow*	1-6	1-6	2	f
Dagger	1-4	1-3	1	f,mu,th
Dart	1-3	1-2	1	f,mu,th
Flail	2-7	2-8	1	f,cl
Halberd	1-10	2-12	2	f
Hammer	2-5	1-4	1	f,cl
Javelin	1-6	1-6	1	f
Light Crossbow#	1-4	1-4	2	f
Long Bow*	1-6	1-6	2	f
Long Sword	1-8	1-12	1	f,th
Mace	2-7	1-6	1	f,cl
Morning Star	2-8	2-7	1	f
Scimitar	1-8	1-8	1	f,th
Short Bow*	1-6	1-6	2	f,th
Short Sword	1-6	1-8	1	f,th
Sling	2-5	2-7	1	f,th
Staff	1-6	1-6	2	f,cl,mu
Staff Sling	2-5	2-7	2	f,cl
Spear	1-6	1-8	1	f
Trident	2-7	3-12	1	f
Two-Handed Sword	1-10	3-18	2	f

* Must have ready arrows to fire. Two Attacks per round. # Must have ready quarrels to fire. One Attack per round.
f=fighter, cl=cleric, th=thief, mu=magic-user.

Spell Parameters List

This is a listing of spells available to player characters as they gain in level. Following are abbreviations used in the list:

Cmbt = Combat only spell
Camp = Camp only spell
Both = Camp or Combat spell
T = Touch Range
dia = diameter
rad = radius

All = All characters in combat
r = combat rounds
t = turns
/lvl = per level of caster
targets = aim at each target

FIRST LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Bless	Both	6	5 dia	6r
Curse	Cmbt	6	5 dia	6r
Cure Light Wounds	Both	T	1	-
Cause Light Wounds	Cmbt	T	1	-
Detect Magic	Both	0	All	1t
Protection from Evil	Both	T	1	3r/lvl
Protection from Good	Both	T	1	3r/lvl
Resist Cold	Both	T	1	1t/lvl

SECOND LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Find Traps	Camp	3	1	3t
Hold Person	Cmbt	6	1-3 targets	4r+1/lvl
Resist Fire	Both	T	1	1t/lvl
Silence 15' Radius	Cmbt	12	3 dia	2r/lvl
Slow Poison	Both	T	1	1 hour/lvl
Snake Charm	Cmbt	3	All	5-8r
Spiritual Hammer	Cmbt	3	1	1r/lvl

THIRD LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Cure Blindness	Both	T	1	-
Cause Blindness	Cmbt	T	1	-
Cure Disease	Camp	T	1	-
Cause Disease	Cmbt	T	1	-
Dispel Magic	Both	6	3x3	-
Prayer	Both	0	All	1r/lvl
Remove Curse	Both	T	1	-
Bestow Curse	Cmbt	T	1	1t/lvl

FIRST LEVEL MAGIC-USER SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Burning Hands	Cmbt	T	3 squares	-
Charm Person	Cmbt	12	1	-
Detect Magic	Both	0	All	2r/lvl
Enlarge	Both	.5/lvl	1	1t/lvl
Reduce	Both	.5/lvl	1	-
Friends	Camp	0	All	1r/lvl
Magic Missile	Cmbt	6+lvl	1	-
Protection from Evil	Both	T	1	2r/lvl
Protection from Good	Both	T	1	2r/lvl
Read Magic	Camp	0	1	2r/lvl
Shield	Both	0	1	5r/lvl
Shocking Grasp	Cmbt	T	1	-
Sleep	Cmbt	3+lvl	1-16	5r/lvl

SECOND LEVEL MAGIC-USER SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Detect Invisibility	Both	0	All	5r/lvl
Invisibility	Both	T	1	-
Knock	Camp	6	1/lvl	-
Mirror Image	Both	0	1	2r/lvl
Ray of Enfeeblement	Cmbt	1+.25/lvl	1	1r/lvl
Stinking Cloud	Cmbt	3	2x2	1r/lvl
Strength	Both	T	1	6t/lvl

THIRD LEVEL MAGIC-USER SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Blink	Both	0	1	1r/lvl
Dispel Magic	Both	12	3x3	-
Fireball	Cmbt	10+lvl	2/3 rad	-
Haste	Both	6	5 dia	3r+1/lvl
Hold Person	Cmbt	12	1-4	2r/lvl
Invisibility 10' Radius	Both	T	2 dia	-
Lightning Bolt	Cmbt	4+lvl	4,8	-
Protection from Evil 10'	Both	T	2 dia	2r/lvl
Protection from Good 10'	Both	T	2 dia	2r/lvl
Protection from Normal Missile	Both	T	1	1t/lvl
Slow	Cmbt	9+lvl	5 dia	3r+1/lvl

Level Advancement Tables

The following charts show the amount of experience a character must earn in order to gain a level in his character class. The charts also list the number of spells that a character can have memorized at one time. Fighters and Thieves can never memorize spells.

Remember that all experience earned by a non-human, multi-class character is divided by the number of classes the character has. The experience is divided even after the character has reached his maximum level in a particular class. A Human dual-class character only earns experience in his second class. The character cannot use the abilities of his first class until his level in his second class exceeds his level in his first class.

CLERIC

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF CLERICAL SPELLS PER LEVEL		
			1	2	3
1	0-1,500	1d8	1		
2	1,501-3,000	2d8	2		
3	3,001-6,000	3d8	2	1	
4	6,001-13,000	4d8	3	2	
5	13,001-27,500	5d8	3	3	1
6	27,501+	6d8	3	3	2

FIGHTER

LEVEL	EXPERIENCE	HIT DICE
1	0-2,000	1d10
2	2,001-4,000	2d10
3	4,001-8,000	3d10
4	8,001-18,000	4d10
5	18,001-35,000	5d10
6	35,001-70,000	6d10
7	70,001-125,000	7d10
8	125,001+	8d10

CLERIC'S BONUS SPELLS

WISDOM	1	2	3
9-12	-	-	-
13	+1	-	-
14	+2	-	-
15	+2	+1	-
16	+2	+2	-
17	+2	+2	+1
18	+2	+2	+1

Note: These bonus spells are only available when the cleric is entitled to spells of the applicable level. Thus a 4th level cleric with a Wisdom of 18 can memorize the following spells:

	NUMBER OF SPELLS		
	1	2	3
4th level Cleric with 18 Wisdom	5	4	-

MAGIC-USER

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF MAGIC-USER SPELLS PER LEVEL		
			1	2	3
1	0-2,500	1d4	1		
2	2,501-5,000	2d4	2		
3	5,001-10,000	3d4	2	1	
4	10,001-22,500	4d4	3	2	
5	22,501-40,000	5d4	4	2	1
6	40,001+	6d4	4	2	2

Tables continue...

PALADIN

LEVEL	EXPERIENCE	HIT DICE
1	0-2,750	1d10
2	2,751-5,500	2d10
3	5,501-12,000	3d10
4	12,001-24,000	4d10
5	24,001-45,000	5d10
6	45,001-95,000	6d10
7	95,001-175,000	7d10
8	175,001+	8d10

THIEF

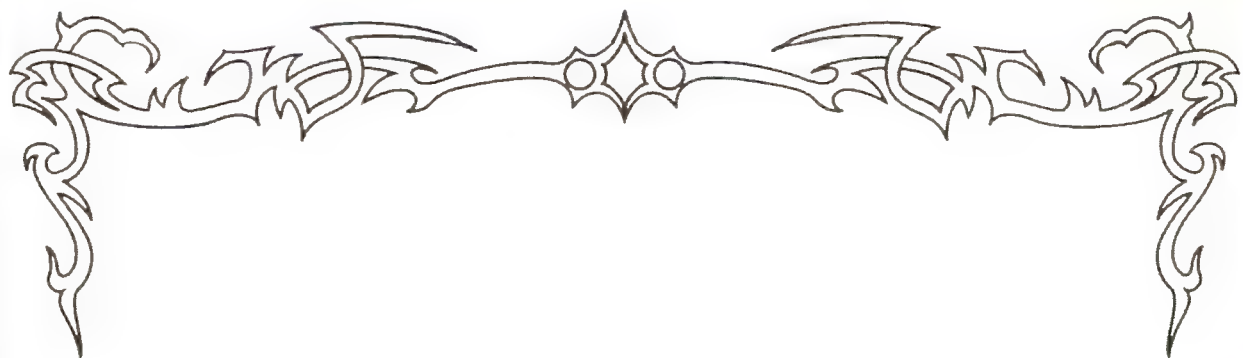
LEVEL	EXPERIENCE	HIT DICE
1	0-1,250	1d6
2	1,251-2,500	2d6
3	2,501-5,000	3d6
4	5,001-10,000	4d6
5	10,001-20,000	5d6
6	20,001-42,500	6d6
7	42,501-70,000	7d6
8	70,001+	8d6

RANGER

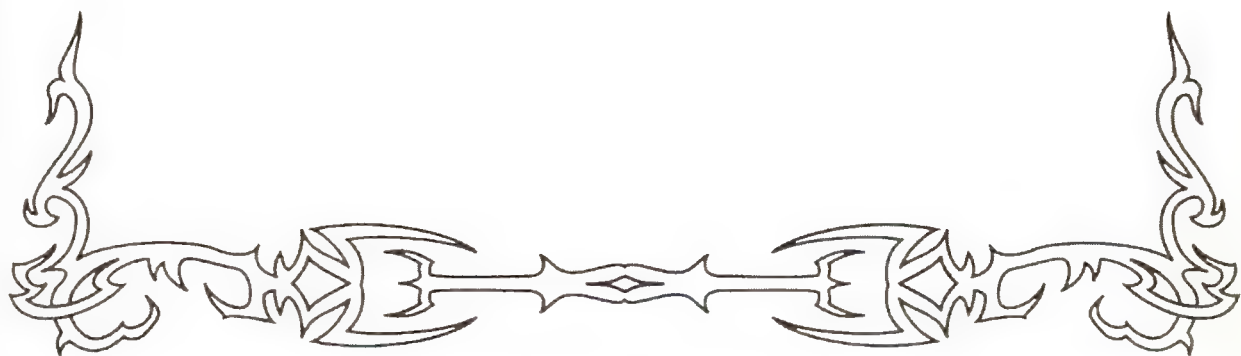
LEVEL	EXPERIENCE	HIT DICE
1	0-2,250	2d8
2	2,251-4,500	3d8
3	4,501-10,000	4d8
4	10,001-20,000	5d8
5	20,001-40,000	6d8
6	40,001-90,000	7d8
7	90,001+	8d8

TREASURES OF THE SAVAGE FRONTIER
**ADVENTURER'S
JOURNAL**





Treasures of the
Savage Frontier
Ref Card



Treasures of the Savage Frontier

System Requirements : A minimum of 640K system memory is required. The mouse will not work with Tandy graphics. RAM resident programs may reduce your available system memory below the minimum required for the game. We recommend at least 560K of free memory to run this program. A TGA, EGA, VGA, or MCGA color video system is also required. One CD-ROM drive and one hard disk are required. This game must be installed on a hard disk, and needs a minimum of 3,050,000K free to install the game. FILES must be set greater or equal to 20 in your CONFIG.SYS file.

Installing the Game :

1. Place the Forgotten Realms CD with **GATEWAY TO THE SAVAGE FRONTIER** into your CD-ROM drive.
2. Access the drive containing the CD.
3. Go into the "GATEWAY" directory and enter "Install".
4. Follow the on-screen prompts.

Starting the Game :

1. Boot your system normally with **DOS 2.1** or greater.
2. Be sure that the hard disk containing the game is the active drive.
3. Change directory to the game's directory. Example: To change to the default directory type **CD\TREASURE** and press Enter/Return.
4. Type **START** and press Enter/Return.

The first time you play the game you will be prompted to configure the game for your system's hardware. You will be asked to set up for graphics card, sound type, input drive, and save path for both **TREASURES OF THE SAVAGE FRONTIER** and **GATEWAY TO THE SAVAGE FRONTIER** (if installed).

Graphic Adapter Type: Enter the correct number for your graphics adapter type.

Sound Type : Enter the correct number for your sound type. For most people this will be IBM PC or compatible. If you have a Tandy system or one of the sound boards supported by this program, enter the corresponding number. If you do not want sound in your game, enter 6.

Alternate Input Type : If you want to play the game using a joystick or mouse, enter 1 or 2 as indicated. To play the game using the keyboard only, enter 3.

The input device (mouse or joystick) may also be selected from the first program menu. The keyboard is always active regardless of how the system is configured.

Path to Save Drive for **TREASURES OF THE SAVAGE FRONTIER** :

Most people will want to press Enter/Return here. The default save path is set for the **SAVE** subdirectory on your active drive. The **SAVE** subdirectory is created automatically when you first save a game or character.

If you wish to save to another drive, type that drive letter followed by a colon, a back slash and the subdirectory name, Example: To save to the **SAVE** subdirectory

on drive B, type **B:\SAVE** and press Enter/Return.

Path to Save Drive for GATEWAY TO THE SAVAGE FRONTIER:

Most people will want to press Enter/Return here. The default save path is set for the **\GATEWAYSAVE** subdirectory on your active drive. This selection is important only if you have saved games from GATEWAY TO THE SAVAGE FRONTIER and wish to use them in TREASURES OF THE SAVAGE FRONTIER. You set the drive path to the drive path of your GATEWAY TO THE SAVAGE FRONTIER Save Game disk or subdirectory.

Note: If you do not have (or do not want to use) your GATEWAY TO THE SAVAGE FRONTIER Save Disk, select the default setting when prompted.

Getting Started Quickly : Use the pre-generated party of characters saved as Save game A. These characters start at the very beginning of the game, but they have already memorized spells, and have been outfitted with readied weapons and armor.

To begin the game, type **START**. Choose **GAME**, then the **LOAD SAVED GAME** option from the Party Creation menu. The saved game will appear after you choose the **TREASURES** option in the **LOAD SAVED GAME** menu. Load Save Game A. Choose **BEGIN ADVENTURING**.

Refer to the sections on movement, combat etc., in this data card, the rule book, or journal as needed.

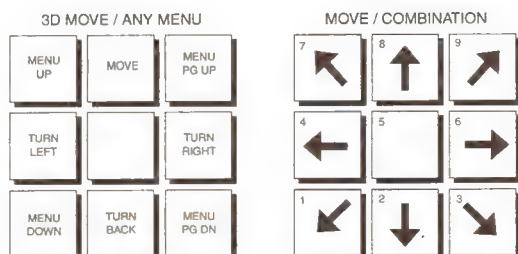
Mouse : To give commands using the mouse, point to the desired command and double-click with the left mouse button.

Keyboard : To give commands using the keyboard, either press the highlighted letter in that command or use the keys to highlight the command and press Enter/Return.

Joystick : To give commands using the joystick, move the highlight to the appropriate command and press the button.

Keyboard Movement : The following controls are used for movement and targeting.

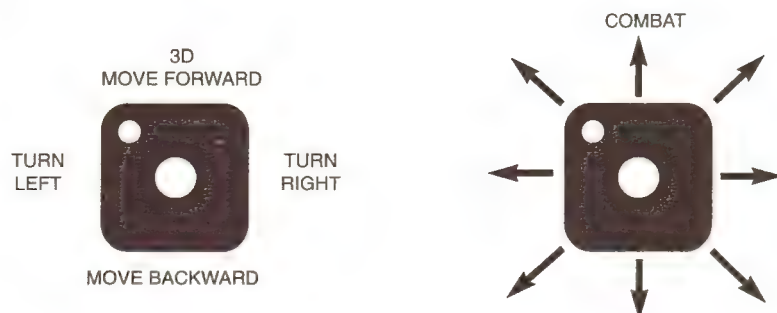
KEYBOARD MOVEMENT



Mouse Movement : To move in 3D/Area mode with a mouse, click the mouse cursor at the edge of the display window in the direction you want to move. To move forward, click at the top of the window. To turn around, click at the bottom. To turn right or left, click on the appropriate side.

Joystick Movement: Joystick movement is similar to using the cursor controls/keypad. Select the MOVE command and then move the joystick.

JOYSTICK MOVEMENT



Copy Protection : To answer the verification question, find the indicated word in the copy protection section. Type the indicated word and press Enter/Return. Do not count section headings.

IBM Combat Commands : The following is a list of IBM Specific commands.

ESC: will act as an Exit from any menu. When moving in combat, ESC will 'take back' a move. The function will not erase any damage taken during the move.

ALT/Q : sets all characters to QUICK (computer control).

<SPACE> : returns all characters to normal control from QUICK.

ALT/M : toggles the magic on/off for characters set to QUICK.

CTRL/S : toggles sound on/off (may be used any time).

Transferring Characters from GATEWAY TO THE SAVAGE FRONTIER :

Set the Save Game subdirectory for GATEWAY TO THE SAVAGE FRONTIER game during the system setup. Select the **LOAD SAVED GAME** option then **GATEWAY**. Choose the saved game you wish to transfer to TREASURE OF THE SAVAGE FRONTIER. This will load all the characters, most of their equipment, and their money.

If you wish to load only a single character from GATEWAY TO THE SAVE FRONTIER, boot up GATEWAY TO THE SAVAGE FRONTIER and load the saved game in which the character resides. Choose the **REMOVE CHARACTER** option and remove the character from the party. Start TREASURE OF THE SAVAGE FRONTIER and choose **ADD CHARACTER TO PARTY** option and then select **GATEWAY**. A screen with the name of the character will appear and can be loaded into the new party.

Program Changes :

The FIX command only heals the party. It no longer increments time to memorize

spells. Use the **REST** command to memorize all spells.

The name of a character ready to train is now highlighted in purple.

Developer's Comments : Initially, have your magic users memorize charm person, stinking cloud, and fireball spells. Try to charm enemy clerics and magic users, and stinking cloud the larger monster for occasional quick kills.

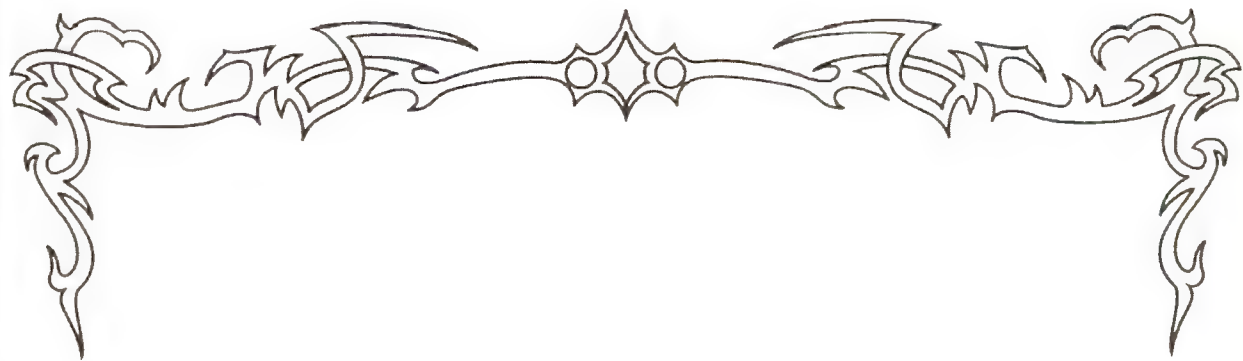
The game is set in the middle of a revolution, and the fights are difficult. It is recommended that you save frequently.

The Savage Frontier is a very dangerous place, so try to stay on the trails or rivers when you are hurt or don't want a fight. Be especially wary in the wilderness.

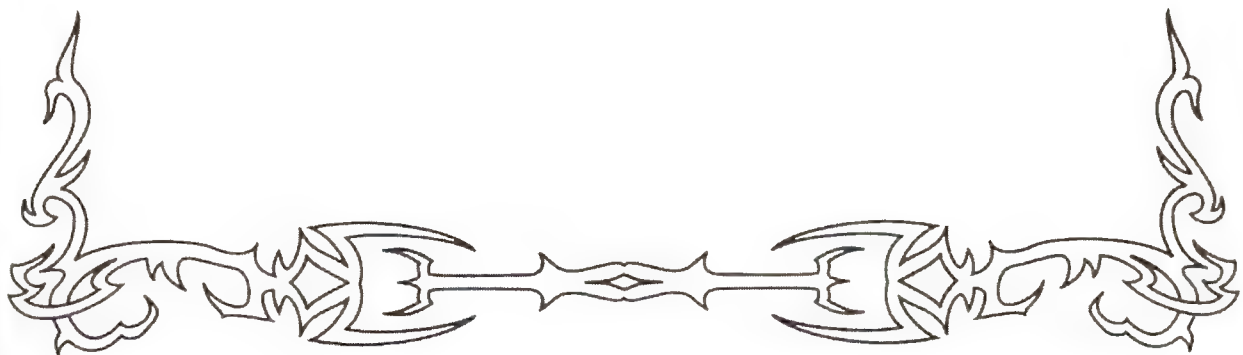
If you are lost or unsure on what to do next, use the Crown of Amanitas or try using the lucky papers. You will need all three colored crystals to decode the luck papers.

Cure disease, when cast by a cleric, will not restore lost strength points. In order to restore these lost strength points, you must go to a temple and REPAIR, or select HEAL, then cure disease.

Special Thanks To : Forrest Elam, Product Tester, and Dale Palmer, Product Support Representative.



Treasures of the
Savage Frontier
Journal



❧ INTRODUCTION ❧

Amanitas embraced each member of the party, repeating how glad he was that we had arrived safely. Then we sat down together on the cold stone floor, and he explained what had just occurred.

"Dear friends," he told us, "I am truly sorry for having pulled you away from your well-deserved rest at Yartar.

"It was my hope that your great victory at Ascore would make the Savage Frontier safe from its enemies and allow you to resume normal lives. As normal, I suppose, as life can be when everywhere you go people rush up to shake the hands of the Heroes of Ascore.

"Sadly, recent events have made this return to a peaceful life impossible.

"You are in Llorkh, far to the south and east of where you began this day in Yartar. We sit now in the ancient stronghold, that same

stronghold where you met with the besieged dwarves as you sought the final statuettes on your last adventure.

"Just weeks ago, the Zhentarim legions and their allies were decimated by the monsters you summoned to the plaza of the ancient temple at Ascore. The surviving orcs fled back to their mountain kingdoms, and the trolls limped back to the moors.

"The shattered forces of the Zhentarim themselves retreated south, following the path that leads around the Great Desert through Llorkh – the one city they still controlled.

"The first bloodied fighter staggered into Llorkh last week and collapsed in the street, babbling about the hordes of monsters who had defeated them.

Word quickly spread among the dwarves that you had destroyed the Zhentil armies, and that more survivors would be returning soon.

"The dwarves realized this was their one chance to revolt, to rise up and throw off the Zhentarim invaders. Weapons were distributed, old plans reviewed, and the first attacks were launched that very night.

"But Lord Geildarr, the Zhentarim imposter who murdered the last dwarven King of Llorkh, is no fool. He had held back a large force of fighters and loyal monsters – forces he was supposed to have sent on to Ascore.

"They know that if they are pushed from Llorkh there is nowhere else to go . . . and Zhentil Keep is very far away. They have fought the dwarves bravely at every turn, and both sides have taken terrible losses as they struggle to control the city.

"Milzorr, the dwarven leader, sent a messenger to me at Secomber, seeking help. I arrived this morning, and immediately realized that only you – the Heroes of Ascore – could save the city and its brave dwarven rebels.

"I cast the spell that brought you to this fortress, and I pray that your skills and wisdom will prevail over the evil forces that seek to enslave these noble dwarves.

"If you can free the city, please come to visit me at Secomber as soon as possible. I must return there now, for already I am receiving troubling reports about strange new events in the Savage Frontier. Your help may be needed elsewhere, too . . . and soon.

May Helm guide you safely through the challenges that lie ahead!"

CITIES AND ISLANDS OF THE SAVAGE FRONTIER

The Lords' Alliance

The Lords' Alliance is actually a group of cities which act together to defend themselves against attacks by common enemies. Members in the Savage Frontier include Waterdeep, Neverwinter, Port Llast, Leilon, Mirabar, Yartar, Triboar, Longsaddle, Orlumbor, Daggerford, Secomber, and Loudwater. Lord Piergeiron, the leader of Waterdeep, chairs the alliance. Luskan and Ruathym are hostile to the Lords' Alliance.

Daggerford

A small town in a key strategic location, Daggerford guards the only safe crossing on the River Shining between Waterdeep and the cities to the south.

Fireshear

Located far to the north on the coast of the Trackless Sea, this icy town is a mining outpost jointly ruled by Waterdeep, Mirabar, and Neverwinter.

The Ice Peak

This volcanic island, located close to the northern coast, is inhabited by Northmen and Ice Hunters. Its tiny capital is controlled by a ruler loyal to Luskan, but other villages on the island often act in support of the Lords' Alliance.

Leilon

A small coastal town south of Neverwinter on the road to Waterdeep, Leilon has recently suffered through repeated, brutal attacks by pirates.

Llorkh

Llorkh is located on the trading route that leads down the western edge of the Great Desert before turning east to the inland nations of the Realms. As the game opens, it is the only town still directly controlled by the Zhentarim after their defeat by the party at the Battle of Ascore.

Longsaddle

This small town, surrounded by ranches, lies east of Neverwinter Wood on the important road between Waterdeep and Mirabar.

Loudwater

A beautiful, ivy-covered riverside town with a large population of half-elves, Loudwater is a convenient place for the party to visit in the southern part of the Savage Frontier. Its features include stores, an inn, a temple, and a training hall.

Luskan

Now controlled by pirates, this large coastal city with an ideal harbor was once a merchant center. It is the location of the Hosttower of the Arcane, which draws evil magic-users from across the Realms.

Mintarn

An island in the Trackless Sea southwest of Waterdeep, Mintarn is a port of call for every cargo vessel in the north — whether they haul coins, corn, or contraband. Mintarn is ruled by a man called "The Tyrant," who allows almost anything to happen on the island so long as its residents remain safe and independent.

Mirabar

Mirabar is one of the largest and most powerful cities in the area, the northwest anchor of the Lords' Alliance. A mining center, it has a large dwarven population.

Neverwinter

An important port city on the Trackless Sea, Neverwinter is the site of one of the rare Magic Shops in the Savage Frontier. Ships travel from here to some of the nearby islands.

Orlumber

Located close to the coast far south of Waterdeep, the island of Orlumbor is home to the finest shipyards in the Realms. It is also the site of Farr Windward, an isolated town to which many cities banish insane, strange, or politically dangerous people who are no longer welcome inside their walls.

Port Llast

A small port town north of Neverwinter, Port Llast has been beset with troubles in recent times.

Ruathym

This rocky island, which lies far to the west in the Trackless Sea, is populated by hard-working, hard-fighting Northmen. Ruathym recently concluded a brief war with Luskan, with neither side claiming victory. Now, under strange circumstances, Ruathym has joined with Luskan in its attacks on the Lords' Alliance.

Secomber

This sleepy little town on the River Shining is most notable for being the home of Amelior Amanitas, friend to the party and an inventive magic-user of great renown.

Tower of Twilight

Located on the eastern edge of Neverwinter Wood, this tower is the part-time home of Malchor Harpell. Harpell is the leader of Longsaddle, and one of the most powerful magic-users in the Savage Frontier. On rare occasions he will train noble adventurers at the Tower – for a price.

Triboar

A trading town on the road between Mirabar and Waterdeep, Triboar has a history of rivalry with its eastern neighbor, Yartar. This rivalry has in the past inspired practical jokes that got out of hand and almost led to battles in the streets.



“ For those who seek to make their treasures small in size but great in value, I am always here to help. ”

Waterdeep

The largest city in the Savage Frontier — and perhaps in all the Realms — Waterdeep is called “The City of Splendors.” It is the leader of the Lords' Alliance, and each day vessels from every port on the Trackless Sea sail into its majestic harbor. Smugglers take advantage of this constant traffic to ship their illegal cargo through secret docks outside the city walls.

Way Inn

This village sprung up around a favorite resting spot on the High Road along the coast. It is located several days south of Waterdeep.

Yartar

A key crossroads and trading town, Yartar has been the party's recent base of operations.

Continues...

Zhentil Keep

Zhentil Keep lies far to the east of the areas you visit in the game. Nevertheless, the Zhentarim, a secret organization that is headquartered here, is very much involved. The Zhentarim planned to conquer the region, but their plan was ruined by the party in the Battle of Ascore. This battle is chronicled in *GATEWAY TO THE SAVAGE FRONTIER*.

CHARACTERS AND PARTIES

You need a party of adventurer Player Characters (PCs) to play *TREASURES OF THE SAVAGE FRONTIER*. You must choose the following for each character: race, class, and alignment. After you select these, the computer generates a set of Ability Scores that define your new character's natural strengths and weaknesses. To build a party you must make a mix of characters that have the range of skills needed for success, and then band them together.

Player Races

There are six races from which you may construct player characters, each with different talents and limitations. Tables beginning on page 53 summarize the racial class limitations and ability score modifiers. The following describes each race and tells which classes are open to them.

Dwarves are a cunning race of sturdy workers and craftsmen. They are especially resistant to magic and poison. Dwarves are adept at dodging the attacks of giant-class creatures. Dwarves can be fighters, thieves, and fighter/thieves.

Elves are a tall, long-lived race. They are nearly immune to *sleep* and *charm* spells and are adept at finding hidden objects such as secret doors. Elves also receive bonuses when attacking with swords or bows. They cannot, however, be raised from the dead. Elves can be fighters, magic-users, thieves, fighter/magic-users, fighter/thieves, magic-user/thieves, and fighter/magic-user/thieves.

Half-Elves are hybrids with many of the virtues of both humans and elves. Like their elf ancestors, they are resistant to *sleep* and *charm* spells and are adept at finding hidden objects. Half-elves can be fighters, magic-users, clerics, thieves, rangers, cleric/fighters, cleric/rangers, cleric/magic-users, fighter/magic-users, fighter/thieves, magic-user/thieves, cleric/fighter/magic-users, or fighter/magic-user/thieves.

Gnomes are shorter and slimmer than their dwarf cousins. Like dwarves, they are especially resistant to magic and are adept at dodging the attacks of giant-class creatures. Gnomes can be fighters, thieves, and fighter/thieves.

Halflings are about half the size of a human, hence their name. They are especially resistant to magic and poison. They can be fighters, thieves, and fighter/thieves.

Humans are the most common player-race in the Forgotten Realms. They suffer no racial level limitations or ability score modifiers. Humans do have the disadvantage of shorter life-spans than the other races. This may be a problem if they are subjected to many *haste* spells, which age the hasted character one year. They can be fighters, magic-users, clerics, thieves, rangers, paladins, and dual-class characters.

Ability Scores

Every character has six randomly generated ability scores as described below. These scores fall within a range determined by the race and class of the character. The base values range from 3 (low) to 18 (high). There are tables of limitations, modifiers, and bonuses starting on page 53.

Depending on the character class, one or more of these abilities are a "prime requisite." A prime requisite is an ability especially valuable to a given class. For example, strength is key for fighters and wisdom for clerics. Most characters receive bonus experience points when their prime requisite scores are 16 or greater. Non-human characters may have modifiers to the basic ability scores to reflect differences between the races. Dwarves for instance, get a +1 constitution bonus and may have a maximum constitution of 19 instead of 18. All racial modifiers are calculated automatically when a character is generated.

Strength (STR) is the measure of a character's physical power, muscle mass, and stamina. Fighter-type characters (fighters, paladins, and rangers) may have exceptional strengths greater than 18 that are indicated by a percent value (01, 02, 03 . . . 98, 99, 00) following the base strength. High strength increases a character's combat ability with melee weapons, such as swords or maces. Strength also determines how much a character can carry without becoming encumbered and slowed in combat.

Intelligence (INT) is the measure of how well a character can learn. Intelligence level can determine the maximum level of spells a magic-user can cast.

Wisdom (WIS) is the measure of a character's ability to understand the ways of the world and to interact with the world. Clerics receive bonus spells for high wisdom, and wisdom can determine the maximum level of spells a cleric can cast.

Dexterity (DEX) is the measure of a character's manual dexterity and agility. Thieves especially benefit from high dexterity. Dexterity affects how well a character can use ranged weapons (bows, dart, etc.), when he moves in a combat round, and how difficult he is to hit in combat.



“ The nervous look in the eyes of the city guards told us of impending danger. ”

Constitution (CON) is the measure of a character's overall health. Characters receive one extra hit point if their constitution is 15, and two points if it is 16. Fighter-types (fighters, rangers, and paladins) receive additional bonuses for constitutions of 17 or 18. A character's constitution also determines the maximum number of times that character can be raised from the dead with *raise dead* or *resurrection* spells, and the chance of a resurrection attempt being successful. Every time a character is successfully resurrected, 1 point of constitution is lost.

Charisma (CHA) is the measure of how others react to a character.

Character Classes

Classes are the characters' professions. A character must be at least one character class. Non-human characters can be more than one class at the same time. These multi-class characters have more playing options, but increase in level slower because experience is divided evenly among all classes.



“ If you would travel on the river, do it soon. The cold of winter will soon freeze the waters and we will rent no boats. ”

Clerics have spells bestowed on them by their deity and can fight wearing armor and using crushing (no edged or pointed) weapons. Clerics must memorize their spells just as magic-users, but they do not use spell books. When clerics gain a new spell level, they can automatically memorize any of the available spells for that level. The prime requisite for clerics is wisdom.

Fighters can fight with any armor or weapons; but they cannot cast magic spells. All fighter-types (fighters, paladins, and rangers) gain the ability to attack more than one time per round when they reach 7th level. The prime requisite for fighters is strength.

Paladins are a type of fighter, and can fight with any armor or weapons. They are resistant to spells and poison, and can turn undead creatures as if they were a cleric two levels below their current level. Paladins are also always surrounded by the

equivalent of a *protection from evil* spell. Paladins may heal two hit points of damage per level once a day. They may cure disease once a week for every five levels of experience. For example, once a week at 1st-5th levels, twice a week at 6th-10th levels, etc. They can use cleric spells when they reach 9th level, although they can never use clerical scrolls. They advance in spell-casting ability until 20th level.

Paladins must be of lawful good alignment, and they do not knowingly adventure with any evil characters. They must have ability scores of at least 9 in intelligence and wisdom, at least 12 in strength, at least 13 in wisdom, and at least 17 in charisma. The prime requisites for paladins are strength and wisdom.

Rangers are a type of fighter, and can fight with any armor or weapons. They do additional damage when fighting giant-class creatures, but must be of good alignment and have ability scores of at least 13 in strength and intelligence, and at least 14 in wisdom and constitution. Rangers can use druid spells when they reach 8th level, and magic-user spells when they reach 9th level. Their spell-casting ability advances until 17th level. The prime requisites for rangers are strength, intelligence, and wisdom.

Magic-Users have powerful spells, but can use no armor and few weapons. They can only memorize those spells available in their personal spell books. Magic-users may add entries to their spell books whenever they go up in level or find scrolls with spells of levels that they are able to scribe. The prime requisite for magic-users is intelligence.

Thieves have special skills for opening locks and removing traps, but are limited to leather armor. In combat they do additional damage by 'back stabbing,' which is described in the Combat section. Starting

at 10th level, thieves can decipher some magical writing and have a chance of casting spells from magic-user scrolls. The prime requisite for thieves is dexterity.

Multi-class characters are non-humans who belong to two or more classes at the same time. Multi-class characters' experience points are divided among each of the classes, even after they can no longer advance in one or more of those classes. Their hit points per level are averaged among their classes. Multi-class characters gain all the benefits of all their classes with regard to weapons and equipment.

Dual-class characters are humans who had one class for the first part of their career, and then changed to a new class for the remainder. These characters use the HUMAN CHANGE CLASS option on the Training Hall menu to pick a new class. Once a character changes classes, he cannot advance in his old class. Dual-class characters do not gain hit points and cannot use the abilities of the old class while their new class level is less than or equal to the old class level. Once the character's level in his new class is greater than his level in his old class, he gains hit points according to his new class and may use abilities from both classes. Human dual-class magic-users cannot cast magic-user spells while they are wearing armor, unless they are a ranger/magic-user dual-class.

Alignment

Alignment is the philosophy a character lives by and can affect how NPCs and some magic items react to a character. The possibilities range from believing strongly in society and altruism (lawful good) to being anarchistic and actively unpleasant (chaotic evil). Alignment is presented in two parts: World View and Ethics.

World View

Lawful indicates that the character values the structure and rules of society.

Neutral indicates that the character values both the individual and society.

Chaotic indicates that the character values the individual over society.

Ethics

Good indicates that the character tries to act in a moral and upstanding manner.

Neutral indicates that the character leans towards "situational ethics," evaluating each set of circumstances.

Evil indicates that the character acts without regard to others, or in an overtly malignant manner.

Other Attributes

Each character also has three important values that change as the game goes on: Hit Points, Experience Points, and Levels.

Hit Points are a measure of the amount of damage a character can take before he goes unconscious. A character's maximum hit points are based on the hit dice for the character's class and level, plus any adjustments for constitution. A character gains a hit point bonus to each hit die if his constitution is over 14.

Note: Dice (d) is the term used to describe the range for a randomly generated number. Dice are referred to by the range they represent. A d6 has a range from 1 through 6, a d10 has a range from 1 through 10. Hit dice refers to the base range of hit points a character class may have. For example, a 3rd level fighter has a base of 3 d10 hit dice, or 3-30 hit points.

Continues...

When a character takes enough damage that his hit points reach 0, he is unconscious. If the character's hit points drop to anything from -1 to -9, he loses 1 hit point per turn from bleeding until he is banded or dies. If a character has -10 hit points or less, he is dead. Hit points on the screen are never displayed as less than 0.

Experience Points are a measure of what a character has learned while adventuring. Characters receive experience points for actions such as fighting monsters, finding treasures, and successfully completing quests. The computer keeps track of experience, and when characters earn enough, they may advance in levels. See the Level Advancement Tables beginning on page 58 for experience requirements.

New characters start the game with 22,600 EXP, which puts most single-class characters at about 5th level.

Levels are a measure of how much a character has advanced in his class. When they have enough experience points, characters may go to a training hall and receive the training required to increase in level. Characters may only advance one level at a time. If a character has gained enough experience to go up two or more levels since the last time he has trained, he goes up one level, and loses all experience in excess of one point below the next level.

Example:

A 9th level thief enters a training hall with 375,000 experience points (enough for 11th level). He leaves as a 10th level thief with 220,000 experience points, one point below 11th level. Characters cannot train for new levels once they have reached their maximum levels allowed in *TREASURES OF THE SAVAGE FRONTIER*.

Building a Successful Party

Forming a strong and adaptable party is a key to success in *TREASURES OF THE SAVAGE FRONTIER*. Up to six Player Characters (PCs) may be in a party; a party with fewer is less powerful and more likely to be eliminated by opponents.

Include a variety of classes in a party to get a good mix of skills. Here is one sample party:

Sample Party:

1 Human Magic-user
1 Human Paladin
1 Dwarf Fighter/Thief
1 Human Ranger
2 Human Clerics

This party is balanced for combat, and advances quickly because most characters are single class. The magic-user can cast offensive spells and use wands. The paladin has the benefit of a *protection from evil* spell in a 10' radius. All characters in range of the effect get an AC improvement of two against evil foes. The dwarf fighter/thief offers the advantages of a thief (lockpicking and disarming traps) with the better armor and hit points of a fighter. Rangers do extra damage against giant-type creatures and gain spell-casting ability. Clerics are absolutely essential for their healing spells.

Once the party has been banded together, camp where you have arrived, ready your equipment, and have all spellcasters memorize spells. Finally, save the game before continuing.

COMBAT

Adventurers must battle their way through many dangerous foes to complete the adventure. The following sections offer more tips and information for combat.

Combat Map

Battle takes place on a tactical combat map that is a detailed view of the terrain that the party was in when the combat began. This map is set up with an invisible square grid.

Initiative

Each round of combat is divided into 10 segments, and every character and foe acts on a specific segment based on a random initiative number. Initiative is generated at the start of each combat round, and is modified by dexterity and random factors such as surprise. Characters can act on their initiative segment, or use the DELAY command to hold action until the end of the round. Casting spells may take extra time to perform, so often a spell-caster begins a spell on his segment, but it does not go off until a little later.

Computer Control

In combat you control the actions of PCs. The computer controls the actions of monsters, NPCs, and PCs set to computer control with the QUICK command. Paladins can control NPCs in some cases.

Combat Reinforcement

In combat, there is a chance that allies will charge to your aid, helping defeat foes and reinforce the combat just when you need it most. There is a chance that your enemy can get reinforcements too.

Combat Ability

Each character's ability in combat is defined by AC, THACØ, and Damage.

AC

A character's or monster's difficulty to be hit is represented by armor class (AC). The lower the AC, the harder the target is to hit. AC is based on readied armor and a dexterity bonus. Some magic items, such as some bracers, also help improve AC.

THACØ

The ability to hit enemies in melee or with missile fire is represented by THACØ. THACØ stands for To Hit Armor Class Ø. This is the number a character must 'roll'



“ We are proud to fight shoulder to shoulder with the Heroes of Ascore – saviors of the Northern Realms! ”

equal to or greater than to do damage on a target with an AC of Ø. The lower the THACØ, the better the chance to hit the target.

Note: the generation of a random number is often referred to as a 'roll.' In determining the success of an attack, the number generated is from 1 through 20.

An attack is successful if the random number is greater than or equal to the attacker's THACØ minus the target's AC. THACØ may be modified by things like range, attacking from the rear, magic weapons, and magic spells.

Example:

A fighter with a THACØ of 5 attacking a monster with an AC of 3 would need to roll $(\text{THACØ } 5) - (\text{AC } 3) = 2+$

But to hit a monster with an AC of -2 he would need to roll $(\text{THACØ } 5) - (\text{AC } -2) = 7+$

Damage

Damage is the range of hit point loss the attacker inflicts and is based on the attacker's strength, weapon type, and any magic bonuses the weapon has. The base damage for each weapon is summarized in the Weapons Table on page 55.



“A stranger told us of hidden treasures ... but not of the hidden dangers along the way!”

Some monsters take only partial or no damage from certain weapon types. Skeletons, for example, take only half damage from sharp or edged weapons, while some other monsters may only be damaged by magical weapons.

Attacking

There are two basic types of attack: melee and ranged (or missile). The following describes each type and other rules governing combat.

Melee Combat

Melee combat is face-to-face fighting with weapons such as swords and maces. Only when using melee weapons can characters receive strength bonuses. Fighters can sometimes overpower several small foes during melee combat, and thieves have opportunities to back stab.

Ranged Combat

Ranged combat is firing at distant enemies with weapons such as bows or darts. A character with a missile weapon (bow, sling, etc.) may not attack when adjacent to an enemy. Two arrows or three darts can be fired per turn.

Multiple Attacks (Sweeping)

When fighting small creatures, fighter-types may 'sweep' through several weak opponents in one combat round. When a character sweeps, he automatically attacks all of the available weak opponents.

Backstabbing

A thief back stabs if he attacks a target from exactly opposite the first character to attack the target. The thief may not back stab if he has readied armor heavier than leather. A back stab has a better chance of hitting the defender and does additional damage.

Saving Throws

Attacks such as poison or spells do not automatically have their full effect on a target. Victims may get a saving throw to avoid some or all of the effect. If the saving throw is successful, generally the target suffers either no effect or only half-damage. Saving throws improve as characters gain levels.

Note: some monsters have natural magic resistance which decreases the chance of them being affected by spells.

Combat Movement

The number of squares a character can move is affected by carried weight, character strength, and the kind of readied armor. A character's movement range is displayed on the View Screen and during the character's segment in combat. Combat movement is important for both

closing quickly with opponents (and stopping missile fire) and fleeing from battles that are too tough.

Running Away

A character may flee from the battlefield if he moves faster than all enemies, but not if he moves slower than any enemies. A character has a 50% chance to move off the battlefield if he moves as fast as the fastest foe. Exception: if a character can reach the edge of the combat map without any of his opponents being able to see him, he may then flee successfully even though he is slower than his opponents.

Returning to the Party

A character that moves off the battlefield returns to the party after the fight is over. If all active characters flee combat, any dead or unconscious characters are lost. Characters that flee a combat receive no experience points for the battle.

Combat Strategies

To succeed in combat, a skilled player deploys his party well, casts effective spells before and during combat, maneuvers his characters into advantageous positions, and attacks using his most powerful characters and weapons.

Deploying the Party

When a battle begins, your party is automatically positioned based on the order list of the characters. Characters near the top of the order are in the front lines and vulnerable to attack. To change the starting deployment, change the party order from the Alter Menu while camped. Shift the heavily armored fighters up the list and the vulnerable magic-users and thieves towards the bottom. Party order cannot be changed while in combat, although characters are free to move.

Your party may be placed in a bad position at the start of a battle. Get an idea of the situation, and move characters into better deployment. Sometimes the best strategy is offensive: charging with fighters to close ground and stop enemy magic and missile fire. Other times the best strategy is defensive: moving your characters to anchor their flanks on an obstacle such as a wall or tree. Setting up behind a doorway that your enemies have to move through also makes for a very strong defensive position. Always keep magic-users and missile weapons safe behind the front line.

Wounded Characters

Characters who are seriously injured should be cured or moved out of the front lines if possible. Remember: if you move away from an adjacent enemy, he gets a free attack at your back and has an improved chance to hit.

Stopping Ranged Attacks

Missile weapons cannot be fired if there is an adjacent opponent. To stop enemy missile fire, move someone next to the opponent. If you want to fire missiles, keep away from the enemy.

Exploiting Enemies' Weaknesses

Exploit your opponents' weaknesses by directing attacks against helpless, wounded, or isolated foes. Concentrate your attacks to eliminate one opponent rather than injure many (Exception: enemy spellcasters). A foe with one hit point remaining attacks as powerfully as an uninjured one.

If spellcasters are hit in a round, they lose any spells they are preparing to cast, and cannot cast for the remainder of that round. Try to keep enemy spellcasters under attack every round while protecting your own.

After Combat

If one or more characters survive on the battlefield at the end of combat, the bodies of unconscious or dead party members stay with the party. If the entire party flees from combat, all unconscious and dead party members are permanently lost. If ALL the party members are slain, go back to your last Saved Game and try again from that point.

MAGIC

Magic is essential to the survival of the party. Magic-users cast many powerful offensive and defensive spells. Clerics cast healing spells to revive wounded characters as well as both defensive and offensive spells. A spell can exist in one of four forms: in a character's memory, in a character's spell book, on a scroll, or in a wand. Memorized spells are cast with the CAST command. Spells are memorized during rest while camped. Spells in scrolls or wands are cast with the USE command.

Memorizing a spell takes 15 minutes of game time per spell level, plus a preparation period based on spell level:

Spell Level:	1-2	3-4	5-6	7-8	9
Preparation Time:	4 hrs.	6 hrs.	8 hrs.	10 hrs.	12 hrs.

Example:

To memorize two 1st level spells, one 2nd level spell, and one 3rd level spell would take:

(6 hours preparation) + (2 * 15 min)
+ (1 * 30 min) + (1 * 45 min) = 7 hours
45 min

Magic-Users

When a magic-user trains for a new level, he selects a new spell to add to his spell book. A magic-user can also scribe spells from identified scrolls if he is of high enough level to cast them. A magic-user must cast a *read magic* spell or have a scroll identified in a shop before he can scribe (or cast) from it. The scroll disappears after it has been scribed or cast.

Clerics

Clerical magic requires no spell books. All clerical spells of the appropriate level are always available to a cleric, the character need only memorize them. Unlike magic-users, clerics can cast spells from scrolls without any preparation, although clerical scrolls also disappear after being cast.

Tips on Magic

Both clerics and magic-users may cast spells which assist the party in combat. Preparatory spells, such as *bless* or *strength*, cast just before a tough battle can protect or strengthen characters. Combat spells can be cast to damage foes during combat. Healing spells can be cast either during or after combat to revive wounded comrades.

Spells should be memorized as soon as possible after they are used. This is most likely to happen after combat. When in camp, have your spellcasters memorize spells and select REST to allow them to imprint the spells for later use. Selecting REST without choosing new spells has the spellcasters memorize the spells they have cast since last resting.

Note: Before resting, it is a good idea to save your game, especially after tough combats. Also, keep at least two separate saved games at all times and alternate between them. This allows you to go back to a save before that last, fatal battle or to try different strategies at key points.

MAGICAL TREASURES

As you travel about and encounter the monsters and puzzles that stand between you and finishing your various quests, you find magical items to help you on your way. You can find magic items in a treasure by casting a *detect magic* spell using the DETECT command. To find out specifically what an item is, you must take it to a shop and have it identified.

Some magic items are in reality cursed and can do great harm. When a character readies a cursed item, a *remove curse* spell must be cast before the item can be dropped. Some magic items, such as wands or scrolls, may only be used by certain classes. Others may not work at all if certain other magic items are also in use.

Here are descriptions of some items that you may find. Remember: Some items are very rare, and you may not find all of them in your adventure.

Wands generally cast a set number of a given spell (for example, 10 *fireballs* or 15 *magic missiles*). Only experimentation or paying to have them identified tells what a wand does. The USE command allows a character to cast spells with a readied wand.

Potions may heal wounded characters, cause them to become hastened or invisible, or cause any number of other effects. The USE command allows a character to drink a readied potion.

Scrolls carry either clerical or magic-user spells. A magic-user may use SCRIBE to permanently transfer a scroll into his spell book if the spell is of a level that he can memorize. Magic-users and clerics can both cast spells directly from scrolls with the USE command, even if they could not otherwise memorize the spells. Scrolls disappear after they have been used or scribed. Magic-users must cast *read magic*, or have scrolls identified in a shop before

scribing or casting from them. Also, thieves of 10th level or higher have a chance of casting spells from magic-user scrolls.

Enchanted Armor and Shields are created by skilled craftsmen and then enchanted with protective spells. The power of the magic on these items varies a great deal. Enchanted armor has the great advantage of offering improved protection with less encumbrance than the same type of mundane armor. To use these items, ready them from the Items Menu.



“ A pox on the Zhentarim slugs who crawl across our land! They burn our crops, steal our livestock, and foul the fertile soil. ”

Enchanted weapons come in many sizes, shapes, and potencies. Sometimes a weapon adds between one and four to your THACØ and damage. Some weapons may have other fantastic magical properties including extra bonuses against specific types of creatures. Once a magic weapon has been readied from the Items Menu, the character has it readied for all combat.

Enchanted Adornments such as bracers, necklaces, periapts, and especially rings are favorite objects for magical enchantment. These items may have any number of magical properties. Some items help your AC, others may fire *magic missiles*, or offer protection from fire-based attacks. Once one of these items has been readied from the Items Menu, a

Continues...

character automatically gains all of its effects. The exception to this rule is that certain magical necklaces require the USE command to work.

Enchanted Clothing can be such commonplace items as gauntlets or cloaks, but they are imbued with powerful enchantments. A wide variety of these items are known to exist. To use these items, READY them from the Items Menu.

BESTIARY

The denizens of these regions are many and varied. These are some of the monsters you may encounter in your adventures. A few of these creatures are extremely rare, and you may not cross paths with them all. But, you may encounter a few others....

Monsters with an asterisk (*) following their names are new to the *SAVAGE FRONTIER* series.

Creatures of the Forgotten Realms

Banshees

These evil spirits' keening wail strikes fear into the hearts of men. They attack with a chilling touch.

Beholders

Also called Eye Tyrants or Spheres of Many Eyes, they are solitary horrors of great power. Each of the creatures' eyes has a unique magical power. Beholders are armored with tough chitinous skin.

Bulettes

Also called landsharks, these are the result of a mad mage's experiment. They are stupid, irascible, and always hungry.

Carrion Crawlers

These are giant, segmented creatures whose eight tentacles can attack once apiece each round. Carrion crawlers paralyze their victims and devour them.

Cockatrices

These are repulsive part rooster, part lizard beasts with the power to turn adventurers to stone.

Cyclopskin*

Cyclopskins are large humanoids that have one eye.

Dragons

These are some of the most powerful and dangerous monsters a party can encounter. The older and larger a dragon, the more damage it can do and the harder it is to kill.

Driders

These hybrids are part drow, part spider. They are created from drow who have failed dark rites of passage.

Efreets

Efreets are genies from the elemental plane of Fire. These creatures are immune to all forms of fire, but can be hit by other magical attacks.

Ettins

These fierce creatures look like giant two-headed orcs. They have great strength and wield spiked clubs that inflict terrible damage in combat.

Fire Elementals

Elementals are strong, but relatively stupid beings conjured up from their normal habitat on the elemental planes. Fire elementals are terrible to behold and can be fierce opponents. They are immune to both magical and non-magical fire attacks.

Ghouls

Ghouls are undead creatures who feed on the flesh of those who are still living. Their attack can paralyze all races of characters except elves.

Golems

Golems are magically created automatons of great power. Golems can be constructed of flesh, clay, stone, or iron. Iron golems are particularly dangerous because fire-based attacks such as *fireball* heal them!

Giants

These species vary greatly in power and intelligence. The following are the types you are likely to encounter: cloud, fire, and hill. Some cloud and fire giants can use magic.

Greenhags*

Greenhags are a race of evil creatures related to both annis and nighthags. They are resistant to magic and have spell-like powers. A typical greenhag resembles a nighthag, but with green skin.

Griffons

Griffons are half-lion, half-eagle avian carnivores. Their favorite prey are horses and their distant kin (hippogriffs, pegasi, and unicorns).

Harpies

Harpies are wicked avian humanoids that prey upon nearly all creatures, but prefer the flesh of humans and demihumans.

Hell Hounds

Hell hounds are other-planar creatures resembling wolves, but they can breathe fire and detect invisible enemies.

Manticores

Manticores are a strange mix; they have a lion's torso and legs, bat's wings, a spike-tipped tail, and a human head. They can fire volleys of spikes from their tails and have a great appetite for human flesh.



“ When your body is healed by the clerics of the temple your spirit shall be healed as well. ”

Margoyles

These are stony monsters that are immune to normal weapons and can attack many times with their sharp claws and spikes. Watch out for their stronger and faster cousins, the greater margoyle.

Neo-Otyughs

These are a larger, more dangerous cousin of the otyugh.

Ogres

These large, ugly, foul-tempered humanoids generally attack with a spiked club. Be wary of magic-using ogres.

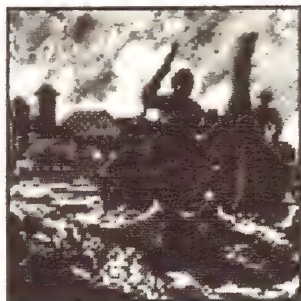
Orcs

Orcs are one of the most common, and disliked, of the demihuman races. They are highly aggressive and warlike.

Continues...

Otyughs

These are scavengers armed with long tentacles that they use to scoop trash into their cavernous mouths.



“ Our boat moved swiftly with the current, carrying us beyond the city walls moments after we embarked. ”

Purple Worms

These are enormous carnivores that burrow straight through solid ground in search of small (adventurer-sized) morsels.

Rats, Giant

Giant rats are ferocious rodents the size of large dogs.

Remorhaz

Remorhaz are sometimes referred to as polar worms. They inhabit cold regions and are aggressive predators who have been known to attack even frost giants.

Rock Reptiles*

Rock reptiles are lizards with a lumpy, warty hide, and chameleon-like powers.

Skeletons

These undead are one of the weaker types. Skeletons are animated by evil wizards or clerics, and are often used as guardians or warriors.

Slugs, Giant

Giant slugs are huge, omnivorous mutations of the common garden pest. They attack by biting and can spit a highly corrosive acid.

Spectres

These undead spirits haunt the most desolate and deserted places. They attack all living creatures with mindless rage, drain life levels, and can only be hit by magical weapons.

Spiders

These creatures are aggressive predators — even when not hungry, they will attack creatures that disturb them. These are some of the species you may encounter: electric and giant.

Stone Guardians*

These are golem-like figures and are very dangerous. They take half-damage from cold, fire, and electrical-based spells and will attack until destroyed!

Umber Hulks

These subterranean carnivores burrow through the ground with powerful claws.

Vampires

These undead feed on the blood of the living. Often they are indistinguishable from humans, and they maintain abilities they possessed in life (including sometimes spellcasting). Vampires can only be hit by magical weapons.

Wights

These undead creatures have burning eyes set in mummified features. They feed on adventurers' life essence and can only be hit by silver or magical weapons.

Wraiths

These evil undead spirits feed on adventurers' life essence and, like wights, can only be hit by silver or magical weapons.

Yetis*

Yetis are large creatures that inhabit ice regions. Their white fur makes them nearly invisible. Oftentimes, you cannot spot them until they are within 10 to 30 feet of you.

Zombies

These are mindless, animated undead controlled by evil wizards or clerics. While more dangerous than skeletons, they move very slowly. These evil spirits' keening wail strikes fear into the hearts of men. They attack with a chilling touch.

New Monsters

(The following creatures are appearing for the first time in an AD&D[®] fantasy role-playing product.)

Legend:

AC: Armor Class; **HD:** Hit Dice; **Mv:** Movement;
Int: Intelligence; **Size:** Size;
Align: Alignment (N = Neutral, CE = Chaotic Evil);
THACØ: To Hit Armor Class Ø;
Att: Number of attacks; **Dmg:** Damage;
Spec Attack: Special Attacks;
Spec Def: Special Defenses;
EXP: Experience Points.

Gorgimeræ, White

AC: 2; **HD:** 10; **Mv:** 12; **Int:** Semi; **Size:** L; **Align:** CE;
THACØ: 12; **Att:** 5; **Dmg:** 1d3/1d3/2d6/2d6/2d6
Spec Attack: Stone Breath, Frost Breath
Spec Def: None; **EXP:** 3312

This fearsome three-headed monster is a relative of the chimera. It has the hindquarters and head of a gorgon; the forequarters and head of a mountain lion; and, the mid-body wings and head of a white dragon. It attacks with its lion's

claws and all three heads. The white dragon head can breathe twice per day, and its gorgon head can use petrifying breath twice per day. These monsters can only be found in cold, mountainous regions.

Ice Hounds

AC: 4; **HD:** 8; **Mv:** 12; **Int:** Low; **Size:** M; **Align:** LE;
THACØ: 13; **Att:** 1; **Dmg:** 1d10; **Spec Attack:** None
Spec Def: Nil; **EXP:** 742

Ice hounds are relatives of the hell hound and are not originally from the material plane. These creatures are summoned to serve as guards in cold weather regions. In addition to a normal bite attack, ice hounds can breathe a cloud of frost, causing 7 points of damage (save for half damage).

Kampfults, Giant

AC: 4; **HD:** 5; **Mv:** 3; **Int:** Low; **Size:** M; **Align:** N;
THACØ: 15; **Att:** 6; **Dmg:** 5;
Spec Attack: Hold, Surprise; **Spec Def:** None; **EXP:** 260

Giant kampfults are larger versions of the kampfult, sometimes called the "sinewy mugger." This creature originally inhabited woodland areas, but has been driven out by human hunters. They now can be found in ruins or dungeon settings. Once a victim is hit by one of the kampfult's rope-like body vines, there is no escape until the kampfult is slain.

Spider Queens

AC: 1; **HD:** 9; **Mv:** 15; **Int:** Low; **Size:** L; **Align:** CE;
THACØ: 11; **Att:** 1; **Dmg:** 2d8;
Spec Attack: Poison (death); **Spec Def:** None; **EXP:** 892

A fearsome leader of arachnids, a spider queen sometimes appears with large numbers of lesser spiders.

Continues...

Yeti, Chiefs

AC: 5; HD: 7; Mv: 12; Int: Low; Size: L; Align: TN;
THACØ: 13; Att: 2; Dmg: 1d8+2;
Spec Attack: Squeeze, Fear; Spec Def: Immune to cold,
takes additional 50% damage from fire attacks;
EXP: 855

These yeti leaders are harder to defeat than most other yeti. This gives the chief the ability to lead fellow yeti.

Yeti, Guards

AC: 6; HD: 5; Mv: 12; Int: Low; Size: L; Align: TN;
THACØ: 15; Att: 2; Dmg: 1d6;
Spec Attack: Squeeze, Fear; Spec Def: Immune to cold,
takes additional 50% damage from fire attacks;
EXP: 565

Yeti guards are meaner and fiercer than the average yeti.

Yeti, Grand

AC: 4; HD: 12; Mv: 12; Int: Low; Size: L; Align: TN;
THACØ: 10; Att: 2; Dmg: 1d12+3;
Spec Attack: Squeeze, Fear; Spec Def: Immune to cold,
takes additional 50% damage from fire attacks and is
50% magic resistant; EXP: 1765

This large ferocious yeti is rumored to live high in the Icy Mountains. These are the most difficult yeti to defeat because of their high magic resistance.

Vilstraks, Great

AC: 2; HD: 3; Mv: 9; Int: Low; Size: L; Align: N;
THACØ: 16; Att: 2; Dmg: 1d4+1;
Spec Attack: Surprise; Spec Def: None; EXP: 14

Greater vilstraks are giant vilstraks, also called "marl muggers" or "tunnel thugs." A vilstrak's stony surface provides it with both excellent protection and the uncanny ability to physically merge with earth or stone.

SPELL DESCRIPTIONS

Cleric Spells

First Level Cleric Spells

Bless improves the THACØ of friendly characters by 1. *Bless* cannot affect characters who are adjacent to monsters when the spell is cast, and the spell is not cumulative. This is a good spell to cast before going into combat.

Curse reduces the THACØ of targets by 1. The target cannot be adjacent to a party character or NPC, and effects are not cumulative.

Cause Light Wounds inflicts 1-8 hit points of damage on a target.

Cure Light Wounds heals 1-8 hit points, up to the target's normal maximum hit points.

Detect Magic indicates which equipment or treasure items are magical. After casting the spell, view a character's items or take treasure items, and equipment or treasure preceded by an "*" is magical.

Protection from Evil improves the AC and saving throws of the target by 2 against attackers of evil alignment. The effects of the spell are not cumulative.

Protection from Good improves the AC and saving throws of the target by 2 against attackers of good alignment. The effects of the spell are not cumulative.

Resist Cold halves damage from cold attacks and improves saving throws vs. cold attacks by 3.

Second Level Cleric Spells

Find Traps indicates the presence of traps in the party's path.

Hold Person may paralyze targets of character types (human, dwarf, etc.). You

may aim a *hold person* spell at up to 3 targets (use the EXIT command to target fewer).

Resist Fire halves damage from fire attacks and improves saving throws vs. fire attacks by 3.

Silence 15' Radius magically dampens all sound in the area around the target. The target character or monster, and all adjacent, cannot cast spells for the duration of the spell.

Slow Poison revives a poisoned person for the duration of the spell.

Snake Charm paralyzes as many hit points of snakes as the cleric has hit points.

Spiritual Hammer creates a temporary magic hammer that is automatically readied. It can be thrown and does normal hammer damage. *Spiritual hammers* can hit monsters that may only be struck by magic weapons.

Third Level Cleric Spells

Bestow Curse reduces the target's THACØ and saving throws by 4.

Cause Blindness blinds one target. This can only be cured by a *cure blindness* spell.

Cure Blindness counters the effects of *cause blindness*.

Cause Disease infects the target with a debilitating ailment that saps strength and hit points.

Cure Disease removes the effects of disease caused by some monsters or *cause disease* spells.

Dispel Magic removes the effects of spells that do not have specific counter spells. This is the cure spell for any characters that have been held, slowed, or made nauseous.

Prayer improves the THACØ and saving throws of friendly characters by 1 and reduces the THACØ and saving throws of monsters by 1. This is a good spell to cast before going into combat, but it is not cumulative.



“ No one can guarantee you'll reach the islands safely – not in this time of troubles. But our vessels are the fastest on the Trackless Sea! ”

Remove Curse removes the effects of a *bestow curse* spell and allows the target to unready cursed magic items.

Fourth Level Cleric Spells

Cause Serious Wounds inflicts 3-17 hit points of damage on a target.

Cure Serious Wounds heals 3-17 hit points, up to the target's normal maximum hit points.

Neutralize Poison revives a poisoned person.

Poison causes the target to save versus poison or die.

Protection from Evil 10' Radius can be cast on a character or a monster and improves the AC and saving throws of the target and all adjacent friendly characters by 2 against evil attackers. The effects of this spell are not cumulative.

Continues...

Sticks to Snakes causes a distracting mass of snakes to torment the target. The snakes make movement and spell casting impossible for the duration of the spell.



“ I was the one who said we should cast detect magic on the spider's treasure. But do they give me the magical sword? Noooo.... ”

Fifth Level Cleric Spells

Cause Critical Wounds inflicts 6-27 hit points of damage on a target.

Cure Critical Wounds heals 6-27 hit points of damage, up to a target's normal maximum hit points.

Dispel Evil improves the target's AC by 7 versus summoned evil creatures for the duration of the spell, or until the target hits a summoned creature. The creature must make a saving throw when it is hit or be dispelled.

Flame Strike allows the cleric to call a column of fire down from the heavens onto a target. The spell does 6-48 points of damage to any target that fails its saving throw.

Raise Dead can bring back to life one non-elf character. The chances for success are based on the character's constitution and how long the character has been dead. The raised character has 1 hit point and loses 1 point of constitution.

Slay Living is a reversal of the *raise dead* spell and kills one target. If the target makes its saving throw, then it suffers 3-17 hit points of damage.

Druid Spells

First Level Druid Spells

Detect Magic indicates which equipment or treasure items are magical. After casting the spell, view a character's items or Take treasure items, and equipment or treasure preceded by an '*' is magical.

Entangle causes plants to grow and entwine around the feet of any creature in the area of effect. Be careful not to catch allies in the spell area.

Faerie Fire rings a targeted creature in magical light. This spell outlines otherwise invisible targets and give a +2 THACØ bonus to anyone attacking an affected creature.

Invisibility to Animals make the target invisible to non-magical, low or non-intelligent animals. This spell does not offer protection against intelligent opponents or magical creatures.

Magic-User Spells

First Level Magic-User Spells

Burning Hands causes 1 hit point of fire damage per level of the caster. There is no saving throw.

Charm Person changes the target's allegiance in combat so that an opponent fights for the caster's side. It only affects character types (human, dwarf, etc.).

Detect Magic indicates which equipment or treasure items are magical. After casting the spell, view a character's items or take treasure items, and equipment or treasure preceded by an "*" is magical.

Enlarge makes the target larger and stronger. The higher the caster's level, the greater the spell's effect.

Friends raises the caster's charisma by 2-8 points. It is best cast just before dealing with NPCs.

Magic Missile does 2-5 hit points per missile with no saving throw. A magic-user throws 1 missile for every 2 levels (1 at levels 1-2, 2 at levels 3-4, etc.) This spell damages any single target within its range unless the target is magic resistant or has magical protection such as a shield spell. This spell casts instantaneously.

Protection from Evil improves the AC and saving throws of the target by 2 against attackers of evil alignment.

Read Magic allows a magic-user to ready a scroll and read it. This is identical to having a scroll identified in a shop. After casting *read magic*, a magic-user may cast any scroll spells or scribe them if they are appropriate for his and level.

Shield negates enemy magic missile spells, improves the magic-user's saving throw, and may increase his AC.

Shocking Grasp does 1-8 hit points of electrical damage + 1 hit point per level of caster.

Sleep puts 1-16 targets (depending on the size of the targets) to sleep with no saving throw. For example, up to sixteen 1 hit-die targets can be affected, while only one 4 hit-die target can be affected. Targets of 5 or more hit-dice are unaffected.

Second Level Magic-User Spells

Detect Invisibility allows the target to spot invisible creatures.

Invisibility makes the target invisible. The THACØ of melee attacks against invisible targets is reduced by 4, and it is impossible to aim ranged attacks at them. *Invisibility* is dispelled when the target attacks or casts a spell.

Knock opens locks. The spell affects both magically and non-magically locked doors, chests, etc.

Mirror Image creates 1-4 illusionary duplicates of the magic-user to draw off attacks. A duplicate disappears when it is attacked.

Ray of Enfeeblement reduces the target's strength by 25% + 2% per level of the caster.

Stinking Cloud paralyzes those in its area of effect for 2-5 rounds. If the target saves, it is not paralyzed but is nauseous and has its AC reduced for 2 rounds.

Strength raises the target's strength by 1-8 points depending on the class of the target.

Third Level Magic-User Spells

Blink protects the magic-user. The magic-user 'blinks out' after he acts each round. Although the magic-user may be physically attacked before he acts each round, he may not be attacked after.

Dispel Magic removes the effects of spells that do not have specific counter spells. This is a recuperation spell for any characters that have been held, slowed, or made nauseous.

Fireball is a magical explosion that does 1-6 hit points of damage per level of the caster to all targets within its area. If the target makes its saving throw, damage is halved. *Fireball* is a slow-casting spell, and the spell's power demands that you target carefully. Use the CENTER command to determine who will be in the area of effect.

Haste doubles the target's movement and number of melee attacks per round. *Haste* has a short duration, so you should wait until a fight is imminent to cast it. Warning: characters age one year each time a *haste* spell is cast on them.

Hold Person may paralyze targets of character types (human, dwarf, etc.). You may aim a *hold person* spell at up to 4 targets (use the EXIT command to target fewer).

Invisibility, 10' Radius makes all targets adjacent to the caster invisible. The THAC0 of melee attacks against invisible targets is reduced by 4, and it is impossible to aim ranged attacks at them. Use this spell to set up a battle line while your enemies seek you out. Characters lose invisibility if they do anything but move. Remember: some monsters can see invisible creatures.

Lightning Bolt is a magical electrical attack that does 1-6 hit points of damage per level of the caster to each target along its path. Damage is halved if the targets make their saving throw. A *lightning bolt* is 8 squares long in a line away from the caster. For best results, send the bolt down a row of opponents. *Lightning bolts* also reflect off walls back toward the spellcaster. Targets adjacent or close to a wall may be hit twice by the same bolt.

Protection from Evil, 10' Radius protects the target and all characters adjacent to the target. The spell improves the AC and saving throws of those it protects by 2 against attackers of evil alignment.

Protection from Good, 10' Radius protects the target and all characters adjacent to the target. The spell improves the AC and saving throws of those it protects by 2 against attackers of good alignment.

Protection from Normal Missiles makes the target immune to non-magical missiles.

Slow affects 1 target per level of caster and halves the target's movement and number of melee attacks per round. *Slow* can be used to negate a *haste* spell and only affects the side opposing the spellcaster.

Fourth Level Magic-User Spells

Charm Monster changes the target's allegiance in combat so it fights on the side of the magic-user. The spell works on most living creatures. The spell affects 2-8 one hit-die targets, 1-4 two hit-die targets, 1-2 three hit-die targets, or 1 target of four or more hit dice.

Confusion affects 2-16 targets, causing them to make a saving throw each round or stand confused, become enraged, flee in terror, or go berserk. *Confusion* is most effective when used against a large number of enemies.

Dimension Door allows the magic-user to teleport himself to another point on the battlefield within his line of sight and the range of the spell. Magic-users can use it for quick escapes. Fighter/magic-users can use *dimension door* to reach enemy spellcasters or ranged weapons.

Fear causes all within its area to flee in terror if they fail their saving throws.

Fire Shield protects the magic-user so that any creature who hits the caster in melee does normal damage, but takes twice that damage in return. The shield may be attuned to heat attacks or cold attacks. The magic-user takes half damage (no damage if he makes his saving throw) and has his saving throw from the opposite type of attack improved by 2. He takes double damage from the type of attack the shield is attuned to.

Fumble causes the target to become clumsy and unable to move or attack. If the target makes his saving throw, his attacks and movement are halved.

Ice Storm does 3-30 hit points to all targets within its area. There is no saving throw. This spell even inflicts full damage on opponents protected by *resist cold*.

Minor Globe of Invulnerability protects the caster from incoming first, second, or third-level spells. The globe is very effective when used in combination with *fire shield*.

Remove Curse removes the effects of a *bestow curse* spell and allows the target to unready cursed magic items.

Fifth Level Magic-User Spells

Cloud Kill is similar to the *stinking cloud* spell, except that its area of effect is larger and it kills weaker monsters. More powerful monsters may be immune to the spell.



“ He called the roll of ancient, crumbling parchment a “treasure map.” For so few coins, how could we refuse? ”

Cone of Cold unleashes a withering cone-shaped blast of cold. The spell's range and damage increases with the caster's level.

Feeblemind causes targets who fail their saving throw to drop dramatically in intelligence and wisdom and become unable to cast spells. A *heal* spell must be cast on the victim to recover from the effect.

Fire Touch creates a blazing aura around the recipient. This aura adds 2-12 points of extra fire damage to all of the recipient's attacks.

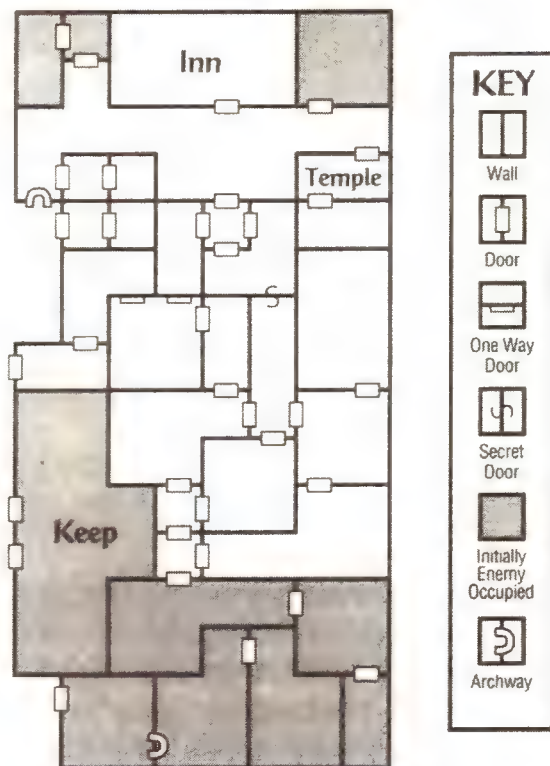
Hold Monster is similar to *hold person*, except that it affects a wider variety of creatures.

Iron Skin causes the mage's skin to become extremely tough and magic resistant. The mage's AC is reduced by 4.

JOURNAL ENTRIES

JOURNAL ENTRY 1

MAP OF THE DWARVEN STRONGHOLD



JOURNAL ENTRY 2

BJORN'S TALE

The leader of the men, wrapped in thick furs, faces you, arms raised. As he prepares to speak, many Northmen and the smaller Ice Hunters push in behind you.

"I am Bjorn, Son of Bjorn, Chief of this village," he begins.

JOURNAL ENTRY 3

THE ZHENTARIM DOCTOR'S WARNING

"The Lord's Men have broken through the wall of the southeast tower and into the dwarves' stronghold. Lord Geildarr intends to surprise Milzorr and the others and slay them while they sleep. You may be able to reach the area through the tower, or from the north through the dwarven fortress.

"If the trap works and the dwarven leaders are ambushed, the rebellion will be doomed! Good luck to you, and thank you for showing mercy on these helpless enemies."

JOURNAL ENTRY 4

RABGAR'S INTRODUCTION

"Brave adventurers," he continues. "You are facing powers great and evil, forces beyond your current means. You must fight hard and use every resource of your strength and wits if you are to prevail. But there is hope."

Rabgar pauses to peer into the eyes of each member of the party. "I charge you with a quest, the quest of the three dungeons. Succeed and you shall be the stronger. Fail and your weakness shall be your downfall."

The old man's voice abruptly quiets, as he struggles to straighten his back and stand fully upright. "Seek the dwarves throughout the land; hear what they have to say. They are your friends. They shall direct you on your quest. And when they cannot, let Silvanus be your guide!"

Rabgar stoops, grasping his stick for balance, then turns and wanders away.

JOURNAL ENTRY 5

THE DWARVES IN THE TAVERN

"Thank you for entering this battle and helping us against the Zhentil invaders.

"We control the area of Llorkh south of the river, as well as our ancient stronghold. More dwarves are coming in from the hills to help us, but more Zhentarim stragglers from Ascore keep arriving, too.

"We need to wear down the Zhentarim before we attack the Keep and go after Lord Geildarr himself. If we clear the rest of the town he will have to keep sending soldiers and monsters to try to stop us, and soon the forces remaining at the Keep will be weak enough for us to face them and regain our city."

JOURNAL ENTRY 6

BETRAYED BY THE DWARVES!

We looked around us at the ring of Zhentarim soldiers, each with a crossbow aimed squarely at our hearts. Lord Geildarr pushed his way through to face us, a sneer of satisfaction slicing across his twisted face.

"So," he taunted us, "the Heroes of Ascore have arrived to rescue the dwarves! Your trap has worked perfectly, your majesty!"

Grazoun came forward, shaking his fist defiantly while staying behind Geildarr's robes. "The dwarves of Llorkh don't need your help! We have a dwarven king again, and it is King Grazoun the Great!"

"Your Majesty, I suggest that these bandits be thrown into your dungeon." Geildarr's suggestion sounded like a command, and the soldiers pulled us away even before the newly-named king could reply.

JOURNAL ENTRY 7

THE SCRAPS OF PAPER

Sifting through the mess, we found one handwritten page that was still partially legible. It held a reference to someone whose name ended in the letters "amon," and something about his "foolish death on the horns of his own brazen overconfidence."

Farther down the page were what looked like directions to or from (we could not tell which) a place far off to the East. Then, in another's writing, scribbled hastily over the directions, was "gate Keep."

It was impossible to make out anything else.

JOURNAL ENTRY 8

THE SKELETON IN THE HALLWAY

Lying in front of us was the skeleton of a man, his leather armor torn and scattered.

From the bloodstains on the floor we could see that this was no ancient artifact. This corridor appeared to lead only to a storage area, but some poor wretch had come this way and met a monster so fearsome that now only his bones remained.

JOURNAL ENTRY 9

TALE OF THE BIG FISH

One man stands to speak. "I am Big Fish in Cold Water. My people are the Ice Hunters. Our leader, Bleak Sky at Morning, expects your coming. He knows what you would know. Seek him. Go to Icewolf. Two of my people and two Northmen await your arrival at the Northern dock. Go there. Hurry. The evil men in black robes are close behind."

JOURNAL ENTRY 10

JARBARKAS' STORY

"My name is Jarbarkas, and I am from a village called Windycliffs on the Sword Coast. Recently both Windycliffs and Leilon were sacked by ruthless buccaneers from Luskan, and much of the village lies in ruins.



“ Like some great stone tree, the tower rose to pierce the bright blue sky. But its beauty could not hide the evil that lay within. ”

"Swearing revenge on the cowards who burned my home, I set out to offer my services to the Lords' Alliance. A group of volunteers was leaving Waterdeep to come to Llokh to help the dwarves, and I joined them in their mission.

"But no sooner did we arrive than we were ambushed by a force of men and monsters. My companions were killed, and I was overpowered and taken prisoner.

"Lord Geildarr himself questioned me. He was very disappointed to hear we had just arrived and knew nothing of the dwarves' plans. He had just animated that skeleton to kill me when you came in.

"I would be very careful to search all enemies carefully for any kind of crystal. I know not what the powers of these crystals may be, but they were very careful to shatter them rather than let the stones fall into our hands. There are three different colors, and no single person is ever entrusted with more than one."

JOURNAL ENTRY 11

THE NOTE FROM AMANITAS

Dear Friends,

Since you are reading this note I presume that you have won the battle for Llokh, and that Milzorr and his people are now free.

And, I suppose, if you're not reading this note you have died nobly in support of a Good cause and are worthy of great honors as well.

But, to save time, I will deal only with what you are to do if you are still alive. Please come see me in Secomber as soon as you can, for I will have more information for you on the strange goings-on in the land.

Be prepared before travelling across the wilderness to Secomber. The snows are coming early this year, and the roads are dangerous when the drifts make travel slow. If the river starts to freeze the boat rental shops will not be open, and you will be forced to march overland.

Erek and I await your arrival. I believe he is quite excited at the prospect of being rude to you once more.

– Amelior Amanitas of Secomber

JOURNAL ENTRY 12

THE ARRIVAL AT MINTARN

The men in the small boat rowed away in a great hurry, and the crew began to run about the decks frantically, cursing at every step.

"What's going on?" we asked one sailor as he hurried by.

"Something's wrong at the docks — there's fighting there. Have to swing 'round to the old pier!"

Our vessel slowly tacked northward, and an hour later we disembarked onto a rickety, disintegrating dock. Around us the town looked like an armed camp, with soldiers running everywhere and worried looks on all the faces.

JOURNAL ENTRY 13

AMANITAS' EXPLANATION

"Dear friends, I am glad you have returned to see me once again. I have learned much since we last spoke.

"A renegade beholder from Zhentil Keep has established a headquarters in Port Llast. There it hopes to prepare a safe haven for a large number of its hideous fellow monsters from across the Great Desert.

"They plan to go to the towns and cities of the Savage Frontier and coordinate a renewed attempt by the Zhentarim to overrun the region through the Great Desert. We must find the beholder and stop this plan before it starts!"

JOURNAL ENTRY 14

CORTARRA'S NOTE

"I believe, my lord, that the story might be true. The young man appears to know nothing of the. . ."

Here Cortarra had stopped in the writing of her letter. What we would give to learn what secrets it might have contained!

JOURNAL ENTRY 15

THE ICE HUNTER'S TALE

"I am Bjorn of the Sea. We Ice Hunters are sent to greet you. Do not fight the Northmen — it was a mistake to make them enemies. They believe you have angered Tempus and will attack you. Seek our leader, Bleak Sky at Morning. He knows the way."

JOURNAL ENTRY 16

AN ENCOUNTER WITH THE GUARDS

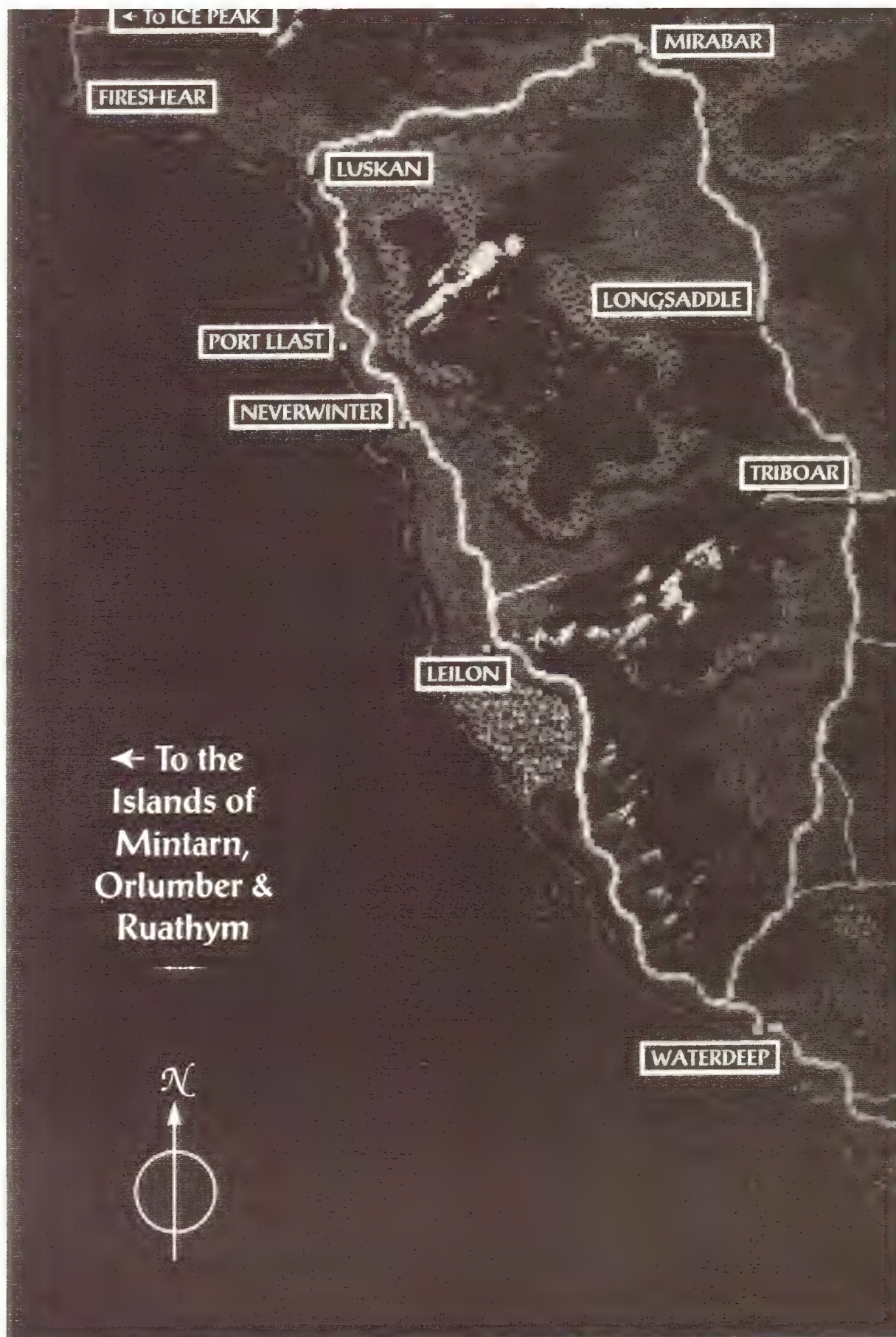
The guards stopped us at the gates of Waterdeep and demanded to know our business. Several had crossbows and looked nervous — they had heard all the talk of impending war and were ready to shed the blood of the first Luskan spies they set eyes on.

"We're the Heroes of Ascore," we called out, "and we bear a letter for Lord Piergeiron from the famous magic-user Amelior Amanitas of Secomber."

The guard captain looked at us through narrow, suspicious eyes. "Let's see this letter."

We handed him the envelope Amanitas had given us. "We don't know what information it contains, but it is urgent that it reaches Lord Piergeiron."

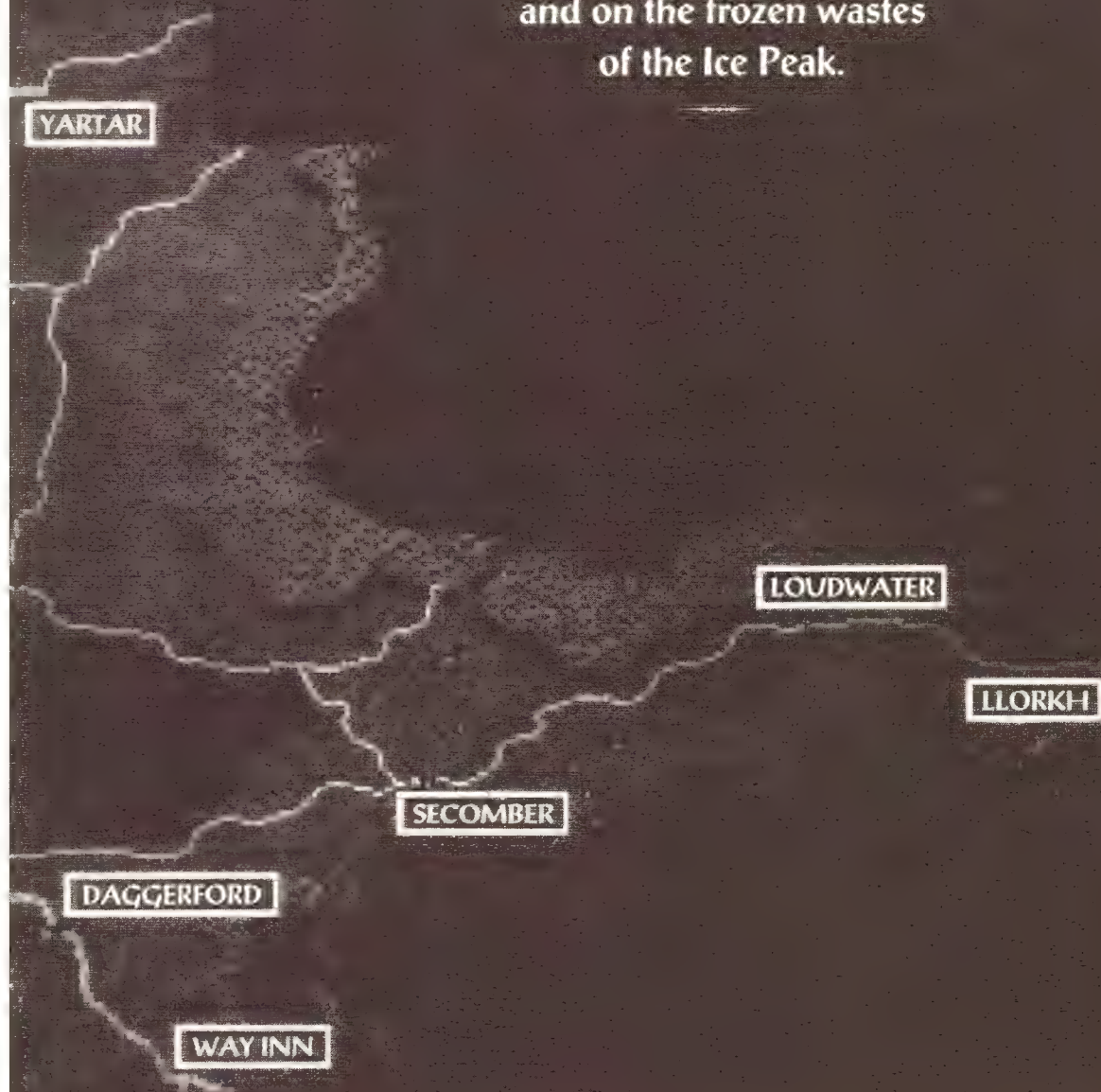
The captain glanced at the letter, then signalled for a troop of his men to escort us — or to prevent us from escaping. "Follow me," he ordered. "We will go directly to the castle."



TREASURES OF THE SAVAGE FRONTIER

is played on a map that stretches along the northwest coast of the Forgotten Realms.

You'll seek adventure in the dusty streets of Llorkh, on the wind-blown waters of the Trackless Sea, and on the frozen wastes of the Ice Peak.



JOURNAL ENTRY 17

THE GUARDSMAN'S STORY

"Sorry, but there was a big fire after the Zhentarim fought the Heroes of Ascore here. Now we have to rebuild that whole northern section of town — no one's allowed to go that way.

"They say Vaalgamon himself burned his local headquarters to keep it from falling into our hands. He was afraid if we Loudwater city guardsmen got hold of his plans we'd have stopped the whole invasion even before he got to Ascore!

"You knew the Heroes of Ascore fought here, too, didn't you? Before they went up to Ascore, I mean. Had a pitched battle with an army of Zhentarim forces right here in these streets. We city guardsmen fought right along beside them — I was on the front line, myself, for the final battle before the bridge. Almost got to strike a blow at old Vaalgamon himself but then he turned and ran!

"So when they tell you of the Heroes of Ascore, remember Loudwater, too. If they were here they'd tell you, loud and clear. Without us city guardsmen they might never have made it out of Loudwater!"

JOURNAL ENTRY 18

THE MINERS' STORY

A strong, young dwarf in ring mail of burnished copper stepped forward. "We are in need. Our mine has been taken. All whom we send into the shaft then never return. Their last, terrible screams reach our ears, but we know nothing more."

JOURNAL ENTRY 19

CORTARRA'S NOTE

"I believe, my lord, that the story might be true. The girl appears to know nothing of the . . ."

Here Cortarra had stopped in the writing of her letter. What we would give to learn what secrets it might have contained!

JOURNAL ENTRY 20

THE SHEARMASTER'S TALE

A man in purple and blue robes at the head of the crowd opens his arms wide and proclaims, "Our Heroes! We are free from the great snowmonster and his minions!"

As the throng cheered, he came to each of us in turn and shook our hands. "I am the ShearMaster, brother of Menaster, head of the Triumvirate of Fireshear, and leader of this town. I and my people thank you."

A commotion swept through the crowd of newly-freed miners. "What of our friends at the docks?" someone called out.

"Yes, you are right! We must go to the docks, to the west!" the ShearMaster called out. "Free the docks from the great evil there! Hurry! Heroes of Ascore, will you lead the way?"

The crowd quieted and looked anxiously to us for a reply. Without hesitation, we all nodded and shouted "To the docks!"

JOURNAL ENTRY 21

A KRAKEN NOTE

A portion of the note was soaked in blood and was illegible. The part that remained read:

"... been prepared and are being sent south. We created a different one for every mission in the plan, with coded names to make them easy to identify. Our superstitious enemies will help us spread the instruc . . ."

JOURNAL ENTRY 22

OUGO THE STRANGE

Beneath his swirling red hair the man's face was covered with patterns of tattoos. A dark shadow covered much of his forehead, and the lines across his features seemed to change even as we watched.

For a moment the eternal smile of a clown appeared, followed closely by the image of a tear falling from one eye. He carried a mask on a stick in one hand — but in contrast to his face, its features were completely plain and unadorned.

And, as a citizen of Farr Windward, he bore the bold red circle tattoo on his left forearm.

"I am Ougo," he said, pumping each of our hands in greeting. "When I lived in Neverwinter I was called Ougo the Strange." He smiled at us and winked. "You know, I have a tattoo on my back depicting the mural on the ceiling of the Temple of Oghma in Neverwinter!"

We all indicated how impressive this was, and, perhaps mercifully, Ougo the Strange let the matter drop without forcing us to admire this tattoo.

"Why is everyone outside so happy?" we asked.

"Because this is the house of Haalbok, and he died just this morning."

"That is so strange!" we exclaimed.

"Ah, how clever! I see you understood my point about being strange!" Ougo the Strange said, smiling.

We all looked at each other, completely confused.

From the back row of the party came a single, soft voice. "I'm sorry, but I don't understand. Why is everyone happy that Haalbok is dead?"

Ougo the Strange nodded. "I will be happy to explain what your companions already understand. Haalbok is now free from Farr Windward, so we celebrate for him. Death is normal — he has returned to normalcy. We are given everything else in Farr Windward: food, clothing, entertainment.



“ Even the Heroes of Ascore will seek my Hall of Training to improve their skills! Fighters, wizards, and clerics all say we are the best. ”

"Freedom is the one thing we have to seek out for ourselves, and he has found it! Let us celebrate!"

JOURNAL ENTRY 23

A CONVERSATION WITH EREK

The bird cackled derisively as we stepped inside, and Erek slammed the door in its face with a great swing of his massive right arm.

"Blasted bird," Erek told us. "You should ignore everything it says! Amanitas taught it to discourage travelling merchants and welcome visitors. Now it welcomes the merchants and chases away all his friends! How can anyone stand a creature so stubborn and ill-tempered as that!?"

Continues...

"Just this week I've been besieged by one loudmouthed man selling food dicing contraptions, another with a book called 'You Can Improve Your Charisma!', and a woman who said that for ten platinum pieces she would help me lose fifty pounds by eating nothing but celery!

"Amanitas is in here. He's been waiting for you." Escorting us into the library, EreK grunted to indicate our arrival and stalked out of the room.



“ The tavern was loud and raucous, and a good time was had by all. By the end of the evening we thought we knew everyone in Leilon! ”

JOURNAL ENTRY 24

SIULAJIA'S STORY

"I am called Siulajia, and I was raised in the High Forest. My father, Lezoul of the Great Oaks, protects groups of pilgrims who travel up the Unicorn Run into the forest to pay homage to the Goddess Mielikki.

"One day, not long ago, I was hunting near the edge of the woods. I saw something moving in the trees, and soon a tattered, ragtag party of orcs, men, and ettins came beating through the underbrush. They were stragglers from the battle at Ascore.

"I turned to slip away — and ran right into the arms of a hill giant coming the other way. He called to the others, and one, a man in a black cape, said they should

bring me along as a gift for Lord Geildarr. I feigned interest in meeting him so they might let down their guard and allow me to escape.

"But my plan went wrong. When we arrived and Cortarra heard that I wanted to meet Lord Geildarr, she became jealous and had me placed in chains. Instead of making them let down their guard, my ruse had turned a powerful sorceress into an enemy! Why she didn't kill me on the spot I'll never know — she seemed fascinated with the work of my father.

"In any case, I am grateful to you all for rescuing me from the trap of my own making."

JOURNAL ENTRY 25

THE FOUL-SMELLING SAILOR

"There are shops on the road that leads west to the docks. You may find unusual items in some places, common ones elsewhere. An inn lies just west of here.

"Be careful of locked doors here in town — people have goods here they don't want inspected. Some of the goods are bads, and some have their own opinions about being inspected." He chuckled at his little joke, and his breath smelled like dead barnacles.

"You don't look like you're ready to take on the kinds of enemies you'll find in Mintarn and Orlumbor, but when your party grows stronger come back to this little town and you'll be able to book passage to go there. There are two docks on the western end of town. Ships at the north one go to Mintarn, and the southern ones go to Orlumbor. Get there by 6:00 in the morning to travel — and whatever you do, don't snoop around the docks after dark."

We thanked him and moved on, grateful for the chance to once again take a deep breath.

JOURNAL ENTRY 26

THE GUARD'S STORY

"It's you! It's you!" the guard told us, a delighted smile covering his face. "You're the Heroes of Ascore!"

We admitted that we were in fact the celebrated adventurers.

"Amelior Amanitas, the great wizard from Secomber, was here looking for you only days ago! He flew over this very spot in a great ship suspended in the air from what looked like a gigantic, multicolored balloon!

"He told us that if we saw the Heroes of Ascore we were to tell you to come see him in Secomber, that your help was needed urgently once again, and that he had something important to give you!"

We all looked at each other — the message in each pair of eyes was the same. It was time to hurry to Secomber.

JOURNAL ENTRY 27

TULGAR WRIGHTSON'S STORY

"I'm concerned that more and more warships flying the flag of Waterdeep keep appearing in the harbor. These are not regular warships, but sleek-hulled galleys filled with warriors. I don't like it . . . don't like it at all!

"While you're here, steer clear of Farr Windward — it's an exile colony of the crazed, the obsessed and the misfits from the mainland. I detest having it here on the island — I'd like to open the gates and let them all go home. But after so many generations of treaties there is nothing I can do."

JOURNAL ENTRY 28

THE ESCORT FROM WATERDEEP

The soldier wore the distinctive uniform of Waterdeep. "You're here!" he shouted, turning to the crowd. "Hey everyone, it's the Heroes of Ascore!" The patrons broke into spontaneous applause. Frankly, we were both embarrassed and pleased with all the hoopla.

The soldier faced us once more. "We're the escort from Waterdeep. We were sent to help guard the ambassadors from Neverwinter and Mirabar for the rest of the journey. They're not here yet, but they are expected to arrive this evening.

"We'd heard you'd be coming with us — this is such a thrill!"

JOURNAL ENTRY 29

THE TYRANT'S STORY

"I've always been friendly to Waterdeep, and how do they repay me? They send their soldiers to take over our docks!" The Tyrant paced madly, to and fro.

"They say they are protecting the Trackless Sea from the pirates, but there were no pirate ships based here — I've always seen to that! If they don't get out now, I care not for the size of Waterdeep's navy — I will declare war against them and strangle them from the seas!"

JOURNAL ENTRY 30

PRISONERS!

The room seemed to be the bedroom of a farmhouse. All the furniture was gone, and a thin layer of straw on the floor was the only bed.

We thought it was strange that they didn't take away our weapons, but then we examined the door and the boards covering the windows. They were made of

Continues...

heavy wood held together by steel fittings, and when we hacked at the door with our swords we could hear guards on the opposite side laughing.

"Keep trying!" they called out. "By the time you carve your way through this door the High Captains of Luskan will be sipping tea in the palaces of Waterdeep!"

JOURNAL ENTRY 31

THE GUARD'S STORY

"Whoa, that was a close call! I'm sure glad you came along!

"Malchor Harpell really is at the Tower of Twilight, and I think he's probably safe there. But Krakens and hooligans from Luskan have taken over the town.

"They have monsters locked in corrals at some of the local ranches. I hate to think what they're planning to do with them!"

JOURNAL ENTRY 32

THE PSYCHIC'S STORY

The robed man looked up for a moment, surprised. "You are the Heroes of Ascore!"

We nodded and said, "Yes."

His ancient eyes peered at us intently. "You have risen to great heights, and all in the Northern Realms know of your heroism. But to climb still higher you will first have to fall to great depths.

"The mountaintop of honor awaits you once again, but you will survive to see it only if you are skillful and brave — and if you remain loyal and faithful to your cause.

"If you fear death do not go on, for it shall stalk your every step. If you have doubts, if you are unsure of the rightness of your quest, do not go on, for only through a unity of purpose and spirit will you survive."

We paid the old psychic, thanked him and departed, looking in each others' eyes for the glint of undaunted determination he had said would bring us through.

It was still there.

JOURNAL ENTRY 33

THE GUARDS' STORY

Guards in strange uniforms stepped up to inspect the party. "You may stay in Farr Windward as long as you wish," they told us, "but when you leave none of the citizens may come with you.

"Farr Windward is maintained by the major cities of the Sword Coast as a community for those who are unable to live with others in normal society. Please understand its importance and its benefits, and respect its rules.

"Remember, the penalty for attempting to escape from Farr Windward — or helping others to escape — is death!"

JOURNAL ENTRY 34

RESCUED!

The dream seemed so real! The women pulled at the chains, twisting something in the locks until they fell away and we were freed!

They pulled us away through the water, swimming rapidly even as they dragged our armored bodies with them. Their long hair undulated in the underwater breeze, and they seemed to smile at us to show that everything would be all right. Such a lovely dream this was!

Our precious air stayed tightly sealed within our lungs, but its life still seeped away. As the darkness came rolling in like evening fog and covered the last peaks of our consciousness, we looked up into the beautiful faces of these women who carried us and smiled. If this was death by drowning, it was as sweet a death as there could be. . . .

We awakened, shivering, in a freezing cavern — but we were still alive!

"Quick, get more blankets! They're still too cold!" The voice was that of someone accustomed to command, and we opened our eyes to see a circle of faces looking down at us in the dim torchlight.

As more blankets were wrapped around our trembling bodies, we realized that the women were not a dream. Hair still wet, they stood side by side with the others, peering at us with concern. Beside them were a group of elves.

"They'll be all right," the leader told them, seeing the same look in their eyes. "If you hadn't been there at the moment they fell in, they never would have made it. You can see — they can only breathe air."

"They didn't fall in. They were thrown in," responded one of the women. "They were thrown in. With chains and locks. Thrown in off the pier."

"That's right," we told them, and then proceeded to explain how the letter given to us by Amanitas had been switched with the incriminating note, presumably while we were prisoners in Leilon.

"I knew we escaped from there too easily!" chimed in a voice from the back of the party. "That was the whole point, to capture us and plant that letter to discredit us with the Lords' Alliance!"

The elf leader nodded. "Even we elves of the sea, who avoid the problems of the land whenever possible, have heard of the Heroes of Ascore. If your enemies had simply slit your throats you would have been transformed into martyred gods and inspired the Lords' Alliance to fight on. This plan was more clever, because it was the leading city of the Lords' Alliance that sentenced you to death!"

"We have no choice," we told them. "We must go back and defeat the evil plans of our enemies. Only then will the Lords' Alliance know that we aren't traitors!"



“ The castle loomed up from a rocky promontory, its towers visible from the entire island. What great friend or foe lives here? ”

"Thanks to the Sirines of the Trackless Sea, you will have the chance," the elf said, smiling. We struggled to our feet to thank them for saving our lives, and there was much embracing among everyone.

"Sadly, the harbor is too well guarded for us to take you back the way you came," the sirines' leader told us after we had settled down to eat.

The elf nodded. "I agree. The only way out of these caverns by land is full of danger, but it is just that — the only way. One room here connects to the passageways of an ancient dungeon outside of Waterdeep. We have blocked the entrance, but you will be able to move the stone and pass through.

"The dungeon is inhabited by dangerous monsters, so please, rest here and save your strength before you go." Warm broth was served, and we passed many hours sharing stories with the elves and sirines who had saved our lives.

JOURNAL ENTRY 35

THE RANCHER'S STORY

"Those tattooed Kraken squid lovers, they'll suck you dry faster than a snake in the Great Desert in the noonday sun.

"And they don't want to pay the money they was offerin', neither. I weren't gonna do it fer less. And old Jasper, be my guess he weren't neither. But he don't know they lowered the price yet.

"Maybe you oughta go an' chat with him. His ranch is right due east o' here. Right across from the stables."

JOURNAL ENTRY 36

A SCRIBBLED NOTE

We opened the hastily-scribbled note. It read:

Kaarno —

Golozz the Greedy says he's going to toast you with his breath and eat you for dinner tonight unless he gets the gold you promised him from that ship we took off Leilon! He's not joking! He could burn this whole village to the ground at any moment!

You know how his moods are — you can't use logic with him! I heard him roaring through the walls last night while I tried to sleep!

Get him that gold, and fast!

— Osalt

JOURNAL ENTRY 37

THE INVASION BY WATERDEEP

"It's an invasion! Soldiers from Waterdeep have taken over the docks as a base to fight the pirates!

"Why would they do this to the Tyrant? He's always fought the pirates of Luskan!

"You know, the Tyrant is fair and honest with the people of Mintam, but he is a Tyrant when it comes to keeping our island independent! There's talk of war against Waterdeep!"

JOURNAL ENTRY 38

THE OLD MAN'S STORY

"The great lie you have just uncovered is a plan we have prepared for some time, for just as our enemies have spied on us, we have spied on them.

"When we heard you had arrived in the city, we set the plan in motion — with the help of the Heroes of Ascore we knew that we could finally succeed where so many others had failed.

"My dear friend Ougo here organized the celebrations throughout the city, knowing they would stretch the spy network to its fullest as they tried to follow every movement of each small group. We knew that with our help you could find and eliminate the two places we needed to destroy in order to free the city.

"But one more step yet remains in our plan, and we must take it now." He examined the brand which was recovered from the spies' secret chamber, did something to it we couldn't see, then returned it.

JOURNAL ENTRY 39

THE RESCUED MAN'S STORY

"Strange-looking men in Waterdeep uniforms have been pillaging the countryside. I'm a veteran of the troll wars; I fought for Waterdeep for twenty years. One look at this scurvy lot told me they're not from any army I ever served in.

"The farmers around here have turned against Waterdeep and the Lords' Alliance because of the attacks. I went to a town meeting and tried to tell them it was a trick, someone dressing up like soldiers.

"They thought I was a spy and threw me out. I'm lying there face-down in the mud, and no sooner do they vanish back inside than I see the dirty pants-leg of a Waterdeep uniform six inches from my face.

"The imposters dragged me down here to silence me permanently. If you hadn't come along I'd have been monster fodder, sure as anything. Thank you, and may Helm protect you on your quest!"

JOURNAL ENTRY 40

JAGAERDA'S STORY

"Pirates have been attacking merchant ships up and down the coast, including those bound for my home in Gundarlun. Many of our sailors were killed and a number of vessels lost.

"I started going to sea with the merchant ships — against Father's wishes, of course — to try to find out what was going on. The last vessel I was on reached Mintarn safely after fighting off two attacks, and I learned of this supposed Waterdeep invasion."

She looked down at the dead guards. "This is the first time I've ever seen soldiers from Waterdeep with tattoos of a purple squid on their arms! These are Krakens!"

JOURNAL ENTRY 41

THE BUREAUCRAT'S STORY

"I see you may be going west to the town of Farr Windward. It is on the other side of a very long tunnel through the mountains — so long that it will take you days just to pass through it.



“ We work hard, but with the constant attacks by pirates and monsters... You must find a way to stop them! You are our only hope! ”

"Farr Windward itself is on a rocky peninsula on the western edge of the island, atop high cliffs that make escape by sea impossible. Guards prevent the inhabitants from leaving through the tunnel.

"You can come and go as you wish, but remember that Farr Windward can be a dangerous place, filled with the outcasts of every city on the Sword Coast, and the descendents of past generations of outcasts.

"Each resident has a bright red circle tattooed on his or her forearm. They may never leave, and the penalty for assisting in an attempted escape is death."

JOURNAL ENTRY 42

THE GUARDS' NOTE

No one must know of your prisoner's location — or that such a person even exists. If you are asked, say only that several traitors to Luskan have been arrested for spying on behalf of our enemies and that you have them under guard. Answer NO question about the family of your prisoner.



“One look at the tattoo of the purple squid on the man's hand told us there would be a battle.”

JOURNAL ENTRY 43

THE TATTOO

He pulled his arm away quickly, but it was too late! Heated by some form of magical fire, the brand had left the telltale mark of Farr Windward upon his arm.

“You cannot do this to me! This . . . this will never come off! I'm normal, but with this. . . . No one will ever believe me!” He stood up and raced around the room, screaming maniacally, “I'm normal! I'm normal! I'm normal!” over and over again.

JOURNAL ENTRY 44

THE TAVERN IN YARTAR

“Of course it's the fools from Triboar, and this time they've gone too far!” shouted one man.

“Kidnapping the Waterbaron! This time it's no joke — they're out to take us over!” yelled another.

“It's all about gold, and their greed for nothing else! They want to control trade all up and down the valley!”

“They're jealous because we're right on the Long Road and they're not, so they get less trade than us! Now they want to take over Yartar and keep everything for themselves!”

JOURNAL ENTRY 45

THE PARADE

“What are you celebrating?” we asked a reveler.

“Haalbok is dead!” he replied, punctuating his remark with a flourish from his wooden flute.

“Who was Haalbok?” we asked. “Did you really hate him that much?”

“No, you silly people! We all loved Haalbok! He was one of the leading men in the city! He was intelligent, kind, well-balanced . . . and very normal!”

We were incredulous. “Then why are you celebrating?”

The man looked at us as if we were total idiots. “Is there not enough misery in the world already? We do not pour water into a flood, or add oil to a fire when it burns our neighbor's house. With misery why should our course be different?”

JOURNAL ENTRY 46

THE PASSWORD NOTE

As you enter Triboar, follow an alley in the northwest area to the farthest door. Knock 3 times and say "northwaters." The men there have some very important information for us. You are to gather that information and bring it home so we can use it for planning our defense.

JOURNAL ENTRY 47

THE CAPTAIN AND THE HARBORMASTER

"Those blasted pirates almost got us that time!" the angry ship captain told the Harbormaster. "If the wind hadn't shifted so we could run with the current they'd have caught us for sure!

"I won't go out again until something's done! What's Haeromos thinking, huh? That they'll get bored and go away?" He pounded his fist on the railing. "These are rich waters for pirates — and the fisherman never changes ports when the fish keep leaping on the deck!"

The Harbormaster nodded. "I thought that's what the out-of-towners were here for, the Heroes everyone flaps their lips about so much. Thought the first Captain hired 'em straight from Waterdeep. Guess not, though."

The Captain grunted his disgust at what was being done.

"Shouldn't give up yet, though," the Harbormaster added, trying to sound positive. "We should keep a look out. Maybe someone'll be along to help. . . ."

JOURNAL ENTRY 48

THE MAN AT THE LEAP

A man stood beneath the arches on the far side of the room, looking out to sea. We crossed to his side, looked down, and realized this was the top of a high cliff. Far below us sharp rocks reached upwards from the shore, looking like a thousand huge stone bayonets shoved handle-first into the sand.

The man wavered at the edge, as if about to jump. We jumped forward and pulled him back, asking, "What's wrong? Whatever it is that troubles you, jumping to your death is not the answer!"

"Nothing is wrong," he replied in a normal, even pleasant voice. "It's just that every so often someone in Farr Windward jumps from the Leap. No one has jumped for quite a while, so someone has to step in and maintain normalcy. We all have duties, obligations as citizens of Farr Windward, and I don't care what they say on the mainland. Farr Windward is a place of normalcy."

We thought for a moment, then said, "Didn't you know? Someone jumped just two days ago! Everyone's been talking about it — didn't you hear?"

Suddenly the man's face filled with relief. "Whew! I'm glad you told me! Otherwise I'd have jumped and it would have been such a waste!"

He bid us farewell and walked away happily.

JOURNAL ENTRY 49

REDBEARD'S STORY

"Thank you for releasing me!" Redbeard exclaimed, massaging his wrists after we had cut the tight ropes that held him.



“The woman bowed to us and said, ‘Our leaders are at the Council of Mirabar. When you are ready they will hear your case.’”

"Their leader was a bad one, he was. He'd have killed us all soon, once he'd made sure he wouldn't need us.

"They called him Lord something or another, so he must have been an important one, he was. He kept reciting how his plan was working so perfectly. He said he was holding the southern flank, that forces from the Way Inn and Daggerford would be sent north towards Waterdeep.

"Pirates would blockade Waterdeep, and none of its allies would help because they all thought Waterdeep was attacking its neighbors. Once the city was close to starvation, he bragged that one morning he himself would march into Lord Piergeiron's bedchamber and raise the man's head on a pike."

Redbeard looked around at the remains of the monsters and Zhentarim that filled the room. "I s'pose Lord Piergeiron can sleep late this morning after all."

JOURNAL ENTRY 50

REDLEG'S ORDERS

The tall, barrel-chested man on the stage pronounced his commands, but there was a strange look in his eye. Or perhaps it was a look that wasn't in his eye — the gleam of life was somehow missing.

Yet everyone in the room stood in rapt attention, including our party. There was something about this man, his bearing or his stature, that compelled us. He gave detailed instructions on the coming naval blockade of Waterdeep by the combined fleets of Ruathym and Luskan, and we listened in frozen horror.

But somehow the words we were hearing and the man who delivered them did not match. It was just a hunch, pure instinct at best, but could he be under the control of someone else? This man looked nothing like a scurvy ally of Luskan. Could he have been charmed by a magic-user, who pulled the once-powerful puppet's strings from relative safety offstage?

JOURNAL ENTRY 51

THE DUKE OF DAGGERFORD'S STORY

"The Zhentarim and their hideous monsters came rolling into town like a tidal wave! My guards and citizens fought bravely, but we were overwhelmed! I had to hide in here to escape certain death!"

JOURNAL ENTRY 52

REDLEG'S STORY

"I am Captain Redleg — a name I acquired courtesy of a shark with sharp teeth and a first mate with a sharp tongue.

"You comin' along and breakin' that spell is a brace of salt air in the morning! I hate these Luskan Low Captains and their flimsy-robed magic men! I hate this alliance!

"When those cursed pirates came here with their talk of conquering Waterdeep, I didn't listen — but the First Axe swallowed it like a marlin takes a bait.

"Once Luskan had what it wanted, the First Axe was the first axed, and I wound up in the brig! With their threats against innocent hostages they forced me to command the fleet, MY fleet, to blockade Waterdeep!

"When I refused to order attacks on defenseless merchants, they had one of those long-robed daffodils from the Hosttower cast a spell on me to make me say the words they wanted my men to hear.

"But that was then and this is now! Now we have the Heroes of Ascore fighting by our side! We'll send the scurvy lot o' them to blow bubbles with the fish in Luskan Harbor!"

JOURNAL ENTRY 53

THE NOTE FROM THE YARTAR SPY

We are close to finding the Waterbaron! I know that he is being held somewhere here in Triboar. How do these simple-minded fools think that they can hide him for long in this hayseed town?

The new areas in the northwest part of town are suspicious, and I plan to search there as soon as possible. The army of Triboar is growing, but still no match for us. The Lord Protector is mad if he believes he can defeat us!

JOURNAL ENTRY 54

THE MEN'S STORY

"The Zhentarim stormed into town with a great force of men and monsters, and captured us before we could organize our resistance.

"We might have held out longer, but the Duke turned and ran away! So much for the man who claims to be descendent of that brave boy with a dagger who founded this poor town.

"You should know that your movements were being watched from the moment you entered town. Just as you launched your attack upon this stronghold, the Zhentarim sent out messengers. They were to warn their allies at the Way Inn, to the south, that you'd be coming. If you hurry to the edge of town perhaps you can intercept them in time and still surprise the enemies there!

"The south door to this room leads to the street. And come to any of our shops when you return to Daggerford. We will make sure you are rewarded for your heroism!

JOURNAL ENTRY 55

THE STORY OF RUATHYM

The book is a history of Ruathym, with much about its early days and founders. Many pages are devoted to their leaders, who bore the title "The First Axe."

Rhaumon Bloodaxe is the first such king mentioned.

The early days of the island nation were turbulent, filled with frequent wars against Luskan and other coastal cities.

One later chapter describes an old waterfront mansion, the original residence of Bloodaxe. It tells a story that the long-dead king has never truly left the mansion, and that only loyal residents of Ruathym may stay there safely.

JOURNAL ENTRY 56

A HERO'S WELCOME

We walked down the ship's gangplank and onto the pier. The Captain and crew stood waiting there, heads hanging in shame.

The Harbormaster said, just loudly enough for us to hear, "It's a strange day when the Captain comes home in a row-boat and the passengers fight off pirates and bring his ship back to port!"

The Captain kept his eyes on the warped planking of the ancient pier, saying nothing.

Then the Harbormaster raised his voice to address the big crowd that was gathering to see what was going on.

"The First Captain said Heroes would come to help Port Llast, and he did not lie! Three cheers for the Heroes of Ascore! They have won a great victory in our war to reclaim the Trackless Sea from the pirates! Now, and forever, they will be our Heroes too!"

As the crowd roared its approval, the Harbormaster leaned over to us and whispered, "The First Captain has something for you. He lives in a mansion in the southeast corner of town."

JOURNAL ENTRY 57

THE PRIEST'S TALE

"The pirates have created much sadness and despair in Port Llast. They have burned this temple — you can see the scorch marks on that wall — attacked the merchant ships, and taken over the northwest corner of the village.

"And we keep finding their little scraps of paper. 'You shall have good fortune today' is all they ever say. What is the hidden code? For whom does this have meaning?

"These papers of good fortune have brought us nothing but sorrow."

JOURNAL ENTRY 58

THE FAT MAN'S TALE

"Three cheers for the Heroes of Ascore!" the Fat Man bellowed to the crowd. They gave three great, lusty roars. "There!" he says, "The Heroes of Ascore are still heroes here in Neverwinter!

"We hear your recent mission to Leilon went poorly, when our poor ambassador disappeared. Messengers from Waterdeep said you were responsible for the kidnapping, but we didn't believe it. Did we believe it, everyone?"

"Nooooo!" roared the crowd that filled the tavern.

"We've had messengers from Waterdeep tell us all sorts of crazy things. Big cities confuse people, make them believe silly tales when they should be giving the tale-teller a skeptical eye. No one here in Neverwinter tells tall tales, do we, everyone?"

"Nooooo!" the crowd cried out once more, to the Fat Man's delight.

"But enough of this. I hear that you're here to find the kidnappers and prove to everyone that these stories were naught but poppycock. You've come to the right place! Barkeep! A round for my friends!"

JOURNAL ENTRY 59

WIMEG'S STORY

"Froal said that you could save us, that you'd somehow defeat their plan and rescue us! And now you've done it!

"As you now know, the Krakens captured the Neverwinter Ambassador Froal and myself in Leilon. They imprisoned you and then purposely allowed you to escape. How that furthered their plans I do not know, but they later brought us here to Neverwinter and told us you had been blamed for our disappearance.

"The forces of the Lords' Alliance may have scoured the countryside, but never thought to search for us here in Froal's back yard. Before you arrived I had begun to despair of ever being rescued.

"Froal himself is being held in one of the other gardens — he is a noble man and must be rescued! I shall make my way to Lord Nasher and tell him of these events. I am certain that a great reward awaits you when the last Ambassador is saved!"

JOURNAL ENTRY 60

THE SON'S STORY

"My father, the Waterbaron, has been kidnapped! He is being held by the Triboarians! They are mustering an army against us, because they think that without our leader we will crumble like a sand castle before the rising tide!



“ Erech grunted as we entered. For him this was the same as a hearty handshake and a slap on the back. Amanitas was wait- ”

"But they are wrong! I have assumed leadership in my father's absence, and we will defend our homeland against Triboar! They will be made to pay for this!

"My father will be so proud!"

JOURNAL ENTRY 61

THE QUIET ONES' TALE

"Throughout the years of Fireshear," the dwarf continues. "We Quiet Ones have lived here, beneath the town, in and around this chamber. There are never many of us, but we do know of the events and of the people above.

"The recent happenings are evil, and behind them is a very evil being. It is a large spherical creature — four of us saw it when it came, but only one of us returned. The others remain stone-solid, like the bones of the mountains.

Continues...

"The Evil is a large round monster, with many eyes — and powers. A glow or a twinkle, and our friends were stone. Others simply vanished or fell dead.

"Take care as you explore! The monster remains in Fireshear, near the docks. It must be destroyed, or the town will become wholly evil, and we Quiet Ones shall be gone."



“ I’ve had enough of them black-robed hooligans, I have! Next one I see is going to feel my fist on his fat face, he will! ”

JOURNAL ENTRY 62

THE ZHENTIL CAPTAIN’S OFFICE

Scattered across the desk were several maps of the farmlands around Waterdeep. A number of them had been crossed off, with notes such as “Burned” and “Poisoned crops.” Others were marked with a large “X.”

Another note was a list with only two entries:

More uniforms

Weapons — Forge crests from Waterdeep

JOURNAL ENTRY 63

THE TRIBOAR AGENTS’ STORY

“The Waterbaron of Yartar has been kidnapped, and we’re being blamed by his people! War will break out between our towns if we do not find who really committed this crime, because Yartar will attack us for something we didn’t do!

“If they attack we’ll defend ourselves and save our city from conquest, but we’d rather find the Waterbaron and avert a needless war.

“We need to find out who it is who wants Yartar and Triboar to fight and destroy each other — it is in their hands that we will find the Waterbaron!”

JOURNAL ENTRY 64

MALCHOR HARPELL’S STORY

When he had solidified from the exploding black cloud that appeared so suddenly beside us, he began to speak.

“You have done very well, Heroes of Ascore! You have removed the Kraken slime from the pond of Longsaddle. You have destroyed their plans to house monsters here for use in battles against Mirabar, Triboar, and Yartar.

“You have the gratitude of the people of Longsaddle, and of all the Savage Frontier!

“But you cannot rest, not yet! More Kraken and Zhentarim plots are still unfolding!

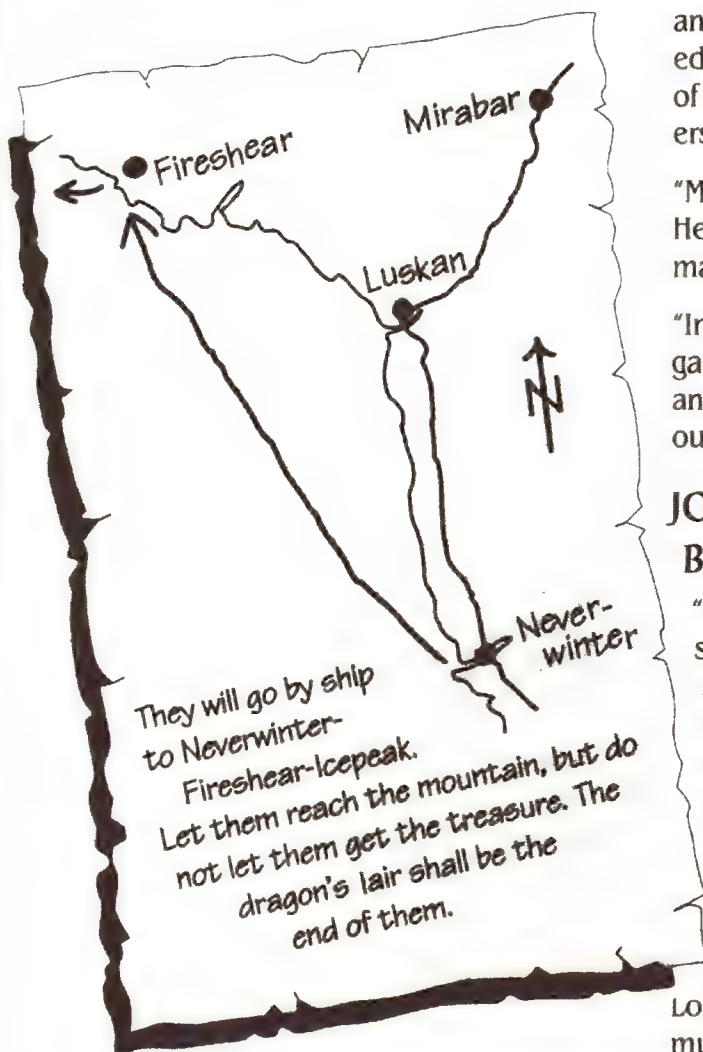
“Soon the autumn meeting of the Council of Mirabar will be held in that powerful northern city. They will vote there on whether to support the Waterdeep and the Lords’ Alliance in the battles against Luskan.

"Without their help the tide of battle might turn against us, and the Krakens are working mightily to show the Lords' Alliance as weak, corrupt, and backstabbing. They hope that Luskan and Zhentarim allies will win, so that together they will control the North.

"Only the Heroes of Ascore can uncover all their plans in time, then go to Mirabar and present proof of the Kraken deceptions! May Helm guide you on your way!"

JOURNAL ENTRY 65

THE SPIES' MAP



JOURNAL ENTRY 66

MENASTER'S STORY

"Great adventurers! I have just now been recording your acts of heroism while they are fresh in my memory. I shall transmit this letter to all members of the Lords' Alliance, and your names shall ring throughout the Council Halls in the great City of Waterdeep!

"The deceptions of Luskan, the Krakens and the Zhentarim have been exposed, but our victory is not yet certain.

"You may have heard stories of a great and powerful magical item, a Gem created in ancient times to fight the great evils of its day. We know little more of its powers and its history.

"My brother leads the miners of Fireshear. He has written to me of the Gem, and may know more. You must seek him out.

"In no event can we allow our enemies to gain the Gem, for if the stories of the ancients are true its power could crush our mightiest battlements."

JOURNAL ENTRY 67

BLEAK SKY'S STORY

"Long have we waited," the old man said, his words measured and thoughtful. "From grandfather to father, from father to son, from generation to generation, has the secret been passed. 600 years have we waited. And now you have come."

The old man rises. He gestures to the rear of the room, to a door. "The way is there. Long have we watched. Long has it waited. Through the door you must go. Climb the steepest climbs; find the Lair of the Dragon. The ancient power you seek is there, in the great cavern."

JOURNAL ENTRY 68

KING STEELFIST'S OFFER

"The dwarves of Mirabar and their King thank you for your efforts in saving our city from the deceptions of our enemies." He bowed low, and descended from his throne to approach our party.

"But greater events still threaten us. You may have heard stories of a magical Gem from ancient times, and the chance that it may be rediscovered.

"To the north and west of here lies The Ice Peak, a mountain that rises from the freezing waters of the Trackless Sea. It was the ancient home of the merciless white dragon named Freezefire, who terrified the Northern Realms for centuries.

"It was this magical Gem that was used to destroy Freezefire centuries ago, although we have no record of how the deed was done. The powerful magic item may still be there, awaiting adventurers with the strength and courage to come find it in the barren wastes.

"It was the same dragon Freezefire that stole the treasure of our ancestors, treasure that generations labored mightily to wrest from the hearts of so many northern mountains.

"We are going to the Ice Peak to find the hoard of the White Dragon. We seek the Gem to strengthen the Lords' Alliance, and to keep it from our enemies. And we seek to recover the gold stolen from our ancestors.

"We hope that you, too, will choose to come to the Ice Peak, and help us in this noble mission."

JOURNAL ENTRY 69

BLACKROBED MAN'S TALE

"Freezefire's Lair, the Gem, the Heroes of Ascore have arrived before we could find the way. All is wrong! I have failed! The Masters will torture me and never let me die!

"The Masters of Hellgate Keep, they sent us to stop you, they sent us to retrieve the Gem. And now my group is lost, I am lost, and I have failed!" The man slumps limply against a boulder in complete despair.

JOURNAL ENTRY 70

ELASTUL RAURYM'S OFFER

Raurym's massive jowls jiggled as he talked, and with every word the chicken scraps stuck in his beard would dance in a macabre revue.

"You adventurers (chomp) have done a (chew) splendid job! Come feast with me!" Raurym grabbed a dagger and used it to tear a chunk of meat from the roast beside him before driving it point-first into the table.

We had already decided that the food did indeed look good, and sat down to enjoy the meal. After we had eaten our fill (which in Raurym's case was enough to empty several local ranches) we retired through a hidden door in the back of the room.

Seated in a plush chair in his comfortable study, Raurym told us, "Now that the city is safe for the moment, what are we going to do about the Gem?"

He reached into a large bowl beside his chair and stuffed a fistful of candies into his mouth. "If our enemies find it before we do, everything you've accomplished will be lost." Another mass of sticky candy entered his mouth, some brightly colored pieces saving themselves from destruction by clinging to his thick, red beard.

"We think it is somewhere in the Ice Peak, in the hoard of the long-dead dragon, Freezefire. Of course, (more candy) the Krakens almost certainly know as much or more than we do.

"And the dwarves, (more candy) they claim that Freezefire's hoard is really theirs. Now, (more candy) that simply is not true! My great great grandfather, Prejudge Raurym, himself, brought his own great wealth north when he moved here, and the dragon stole it from him and his people!

"Now, (more candy) I would send an army to the Ice Peak now, but we still have to defend Mirabar against raids by ogres and (more candy) orcs and ettins and so on.

"So, I'm afraid our hopes must ride with you." He reached for the bowl once more, and frowned to find it empty. Reaching beneath his chair, he withdrew a large velvet bag from which he poured a stream of nuts and raisins.

"The gem must be recovered to ensure the safety of the north. When it comes to the division of any treasure you may recover, (nuts and raisins) I will depend upon your sense of honor."

JOURNAL ENTRY 71

THE WATERBARON'S WELCOME

"I have been successful in spreading the word among our people that Triboar had no hand in my kidnapping. Thanks to you, the relations between our towns are normal once again."

The Waterbaron laughed, the first time we'd ever seen him do so. "Of course, normal relations with Triboar means that sometime this week a placard will appear on the statue of me here in the town square. It will cover the inscription and say 'Jilbo the Goatherder.'"

We looked at each other, not sure whether or not to laugh.

"I suppose," said the Waterbaron, "that you have to be born here to appreciate Yartar-Triboar humor."



“So,” Ougo asked, “don’t I seem normal to you?” We all looked at each other, not quite sure what to say.”

JOURNAL ENTRY 72

JAGAERDA'S STORY

"No sooner did I arrive in Ruathym than some fool pirate guards ambushed me. What was I thinking? Daydreaming about going home to Gundarlun and rock-climbing in all my favorite places, I suppose. In any event, they came up behind me, and I woke up with a big headache in a Luskan troop ship that brought me here.

"I was just about to break free from these ropes when you came along, really."

JOURNAL ENTRY 73

THE LEADERS MEET

The Lord Protector eyed us suspiciously. "If you have come to demand our surrender, you have severely miscalculated the mettle of the people of Triboar!"



“ If we’re attacked one more time by the pirates, I fear the city will fall. Only the Heroes of Ascore have the power to save us. ”

"Nothing could be farther from the truth, honorable Lord Protector," the Waterbaron began, and then told the story of his kidnapping. We added details as he went, confirming how the Krakens and their allies had tried to turn the two towns against each other.

"Before my return to Yartar," the Waterbaron, "I shall transmit a message to my son. He is to order my troops to search out every Kraken stronghold in the city, and inform the populace that the people of Triboar are innocent of any hostile acts against Yartar. I shall remain here as your hostage and proof of my good faith until you can see that all threats to Triboar cease."

The Lord Protector strode forward and embraced his counterpart. "Our towns have often been rivals in the past, but in the end you and I have always had a bond of trust. No hostage is necessary.

Your word — and that of the Heroes of Ascore — is good enough for me. I shall order our forces to hunt only for the Krakens, and to help the people of Yartar in any way they can."

Both leaders turned to us and repeated their thanks. "Without you," they said, "thousands of innocent people would have been killed in a useless war!" We bowed and prepared to leave and continue our mission.

JOURNAL ENTRY 74

THE NEWS OF RUATHYM

"It is good to see you all again. Since we last talked on Mintam I have learned much.

"Ruathym is backing Luskan in its plan to blockade Waterdeep, despite the fact that they are ancient enemies.

"Ruathym's power lies in its fleet, one of the strongest on the Trackless Sea. Captain Redleg is their commander. His men say he commands the fleet, but not with his own voice — he may be under someone's magical control.

"This is no empty threat. As powerful as Waterdeep is, it lives and dies by its trade across the seas. If the combined fleets block the harbor and they lay siege to the city gates, it is possible that even Lord Piergeiron's power would not be sufficient to save the city.

"We must go to Ruathym and find Captain Redleg. With or without his help, we must break the Ruathym-Luskan alliance."

JOURNAL ENTRY 75

THE DYING GNOME'S STORY

"They came out of the hills and holes and mountains. Huge white furry snow monsters. They brought white hounds from hell. They leapt at us in our sleep, in our mining, in our business, in the very center of our city. No mercy. No mercy.

"They killed everyone. We could not stop them. And our leaders they carried away. The ShearMaster gone. What will happen to Fireshear, to us. . . ." With a deep sigh the gnome's voice fails, and he is dead.

JOURNAL ENTRY 76

MENASTER'S LETTER

Dear Brother,

I have great news! The Heroes of Ascore were just here. They interceded at the Council just in time, exposed the Kraken plot to divide the Lords' Alliance, and unmasked their spies! The Krakens were posing as Neverwinter Representatives!

I have sent the Heroes on to you, with the hope that from there they will continue to the Ice Peak. Please give them every hospitality. They may be the answer to our quest for the Gem. I shall be along as soon as possible.

Menaster

JOURNAL ENTRY 77

THE SHEARMASTER'S WARNING

"The Ice Peak is a very dangerous place, and your enemies have knowledge of your coming. You will arrive at the chief city, Aurilssbarg, and the people there will be hostile, for their leaders are allied with Luskan. Get through the city as fast as possible.

"Head east to the settlement called Bjorn's Hold. His people care not for Luskan, but watch for enemies everywhere.

"Next go North to the village of Icewolf. It is a town of gentle people, the Ice Hunters, but Northmen also live there. If the stories are true, it is from Icewolf that you will be able to set out in search of the Gem. Good luck!"

We climbed into a small boat, and minutes later they had rowed us out to a ship waiting close to shore.

JOURNAL ENTRY 78

THE ICE HUNTER'S STORY

"It is said," one very old, leather-skinned Ice Hunter began, "That the Lair of the ancient Dragon Freezefire was in the Peak above us. With his power he held all in terror. In his heart he held great greed.

"It is also said that the dragon tormented the old city of Nimoar's Hold, now known as Waterdeep. Then a man of great courage, Stramling the Wise, called upon the magic of the land. He gathered to himself all great power and tempered great evil with itself. He created The Gem.

"On a field in high summer, to his people Stramling presented this most marvelous and magical Gem. High aloft he held it, and it gleamed in the sunlight. And this brought forth Freezefire, just as Stramling had desired.

"The beast swooped down upon the man, attacking him, striking him to the ground with the great wind from its wings. It tore the Gem from Stramling's hands with its mighty claws. Off the dragon flew with its new treasure, to its lair high on the Ice Peak.

"And there the dragon stayed. Upon no man or beast did Freezefire make evil again. The centuries past, and the story was forgotten. But somewhere deep within the Ice Peak lies the dragon with its hoard. And the Gem."

JOURNAL ENTRY 79

BLACKROBED ORDERS

Unfolding the heavy paper, you see carefully written, gold script letters that read:

"Our time has come. Pick up their trail at Mirabar, and follow to the Ice Peak. Let them lead you to the Gem, then take it! Be sure their bodies are burned, broken, and very dead. A quick return will ensure a great reward. Failure will ensure death . . . death without end."

JOURNAL ENTRY 80

ICY TREE'S STORY

We broke the shackles that held the man, and he thanked us with a sense of urgency in his voice. "Be warned: Tranjer Rolsk is a very evil man. He supports those in Luskan and their pirates. Stay away from him!

"We know why you are here and wish to help. You must seek our leader, Bleak Sky at Morning. Hurry! Go East to Bjorn's Hold, then, from the North pier, take a boat North to Icewolf."

JOURNAL ENTRY 81

THE COWERING DWARF'S TALE

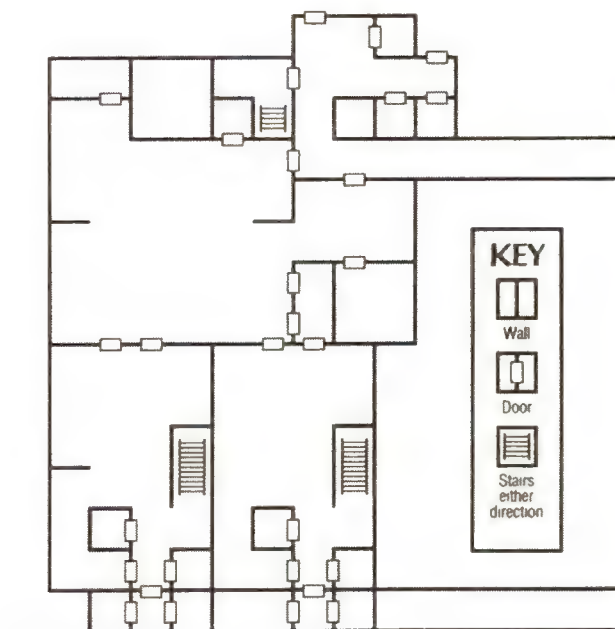
"I am Bahriit. Did you see my sign, my fine sign? It is the finest sign in all of Fireshear, don't you think?"

Tears rolled down his cheeks. "They killed my three apprentices, those monsters! Did I help? No, I ran away. But they didn't find me! But they killed my apprentices. They killed them all and I ran away and they killed them. . . ."

"Did you see my sign? Isn't it lovely? No one else in Fireshear has such a sign . . . so lovely. . . ." He trailed off into repetitive gibberish, and reluctantly we left the trembling figure and moved on.

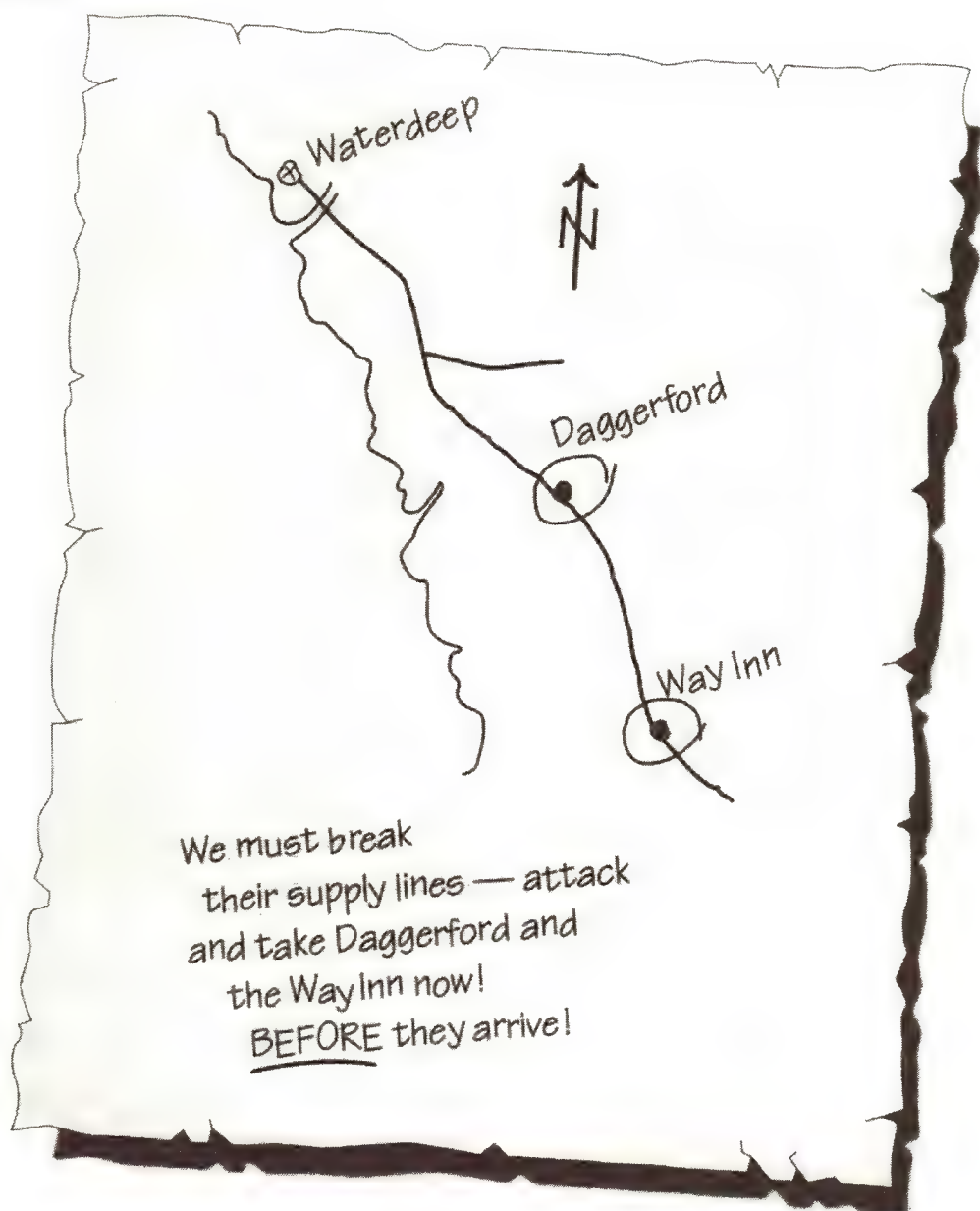
JOURNAL ENTRY 82

A MAP FOUND IN A DUNGEON



JOURNAL ENTRY 83

THE KRAKEN MAP



TABLES

MAXIMUM LEVEL LIMITS BY RACE, CLASS AND PRIME REQUISITE

CLASS	ABILITY	DWARF	ELF	GNOME	HALF-ELF	HALFLING	HUMAN
Cleric	Any	No	No	No	5	No	max
Fighter	STR 16-	7	5	5	6	4	max
	STR 17	8	6	5	7	5	max
	STR 18+	9	7	6	8	6	max
Paladin	Any	No	No	No	No	No	max
Ranger	STR 16-	No	No	No	6	No	max
	STR 17	No	No	No	7	No	max
	STR 18+	No	No	No	8	No	max
MU	INT 16-	No	9	No	6	No	max
	INT 17	No	10	No	7	No	max
	INT 18	No	11	No	8	No	max
Thief	Any	max	max	max	max	max	max

No: Characters of this race cannot be of this class.

Max: Highest Level Available in *TREASURES OF THE SAVAGE FRONTIER*.

RANGE OF ABILITY SCORES BY RACE

ABILITY	DWARF	ELF	GNOME	HALF-ELF	HALFLING	HUMAN
Strength	M/F	M/F	M/F	M/F	M/F	M/F
Min.	8/8	3/3	6/6	3/3	6/6	3/3
Max*	18(99)/17	18(75)/16	18(50)/15	18(90)/17	17/14	18(00)/18(50)
Intelligence						
Min.	3/3	8/8	7/7	4/4	6/6	3/3
Max.	18/18	18/18	18/18	18/18	18/18	18/18
Wisdom						
Min.	3/3	3/3	3/3	3/3	3/3	3/3
Max.	18/18	18/18	18/18	18/18	17/17	18/18
Dexterity						
Min.	3/3	7/7	3/3	6/6	8/8	3/3
Max.	17/17	19/19	18/18	18/18	18/18	18/18
Constitution						
Min.	12/12	6/6	8/8	6/6	10/10	3/3
Max.	19/19	18/18	18/18	18/18	19/19	18/18
Charisma						
Min.	3/3	8/8	3/3	3/3	3/3	3/3
Max.	16/16	18/18	18/18	18/18	18/18	18/18

Exceptional strength bonuses available only to fighter-type characters (fighters, paladins, and rangers).

ABILITY SCORE MODIFIERS BY RACE

RACE	MODIFIERS
Dwarf	Constitution+1, Charisma-1
Elf	Dexterity+1, Constitution-1
Gnome	None
Half-elf	None
Halfling	Dexterity+1, Strength-1
Human	None

STRENGTH TABLE

ABILITY SCORE	THAC0 BONUS	DAMAGE ADJUSTMENT	WEIGHT ALLOWANCE (IN GOLD PIECES)
3	-3	-1	-350
4-5	-2	-1	-250
6-7	-1	None	-150
8-9	Normal	None	Normal
10-11	Normal	None	Normal
12-13	Normal	None	+100
14-15	Normal	None	+200
16	Normal	+1	+350
17	+1	+1	+500
18	+1	+2	+750
*18/01-50	+1	+3	+1,000
*18/51-75	+2	+3	+1,250
*18/76-90	+2	+4	+1,500
*18/91-99	+2	+5	+2,000
*18/00	+3	+6	+3,000

*These bonuses only available to fighter classes (Fighter, Paladin, Ranger).

ARMOR TABLE

ARMOR TYPE	WEIGHT IN GP.	AC	MAXIMUM MOVEMENT ¹
None	0	10	12 squares
Shield ²	50	9	
Leather	150	8	12 squares
Padded	100	8	9 squares
Studded	200	7	9 squares
Ring Mail	250	7	9 squares
Scale Mail	400	6	6 squares
Chain Mail	300	5	9 squares
Elfin Chain Mail	150	5	12 squares
Banded	350	4	9 squares
Splint Mail	400	4	6 squares
Plate	450	3	6 squares

1 A character carrying many objects, including a large number of coins, can be limited in movement to a minimum of 3 squares per turn. 2 A Shield subtracts 1 AC from any armor it is used with.

DEXTERITY TABLE

ABILITY SCORE	REACTION/MISSILE BONUS	AC BONUS
3	-3	+4
4	-2	+3
5	-1	+2
6	0	+1
7	0	0
8	0	0
9	0	0
10	0	0
11	0	0
12	0	0
13	0	0
14	0	0
15	0	-1
16	+1	-2
17	+2	-3
18	+3	-4

CONSTITUTION TABLE

ABILITY SCORE	HIT POINT ADJUSTMENT	RESURRECTION SURVIVAL
3	-2	40%
4	-1	45%
5	-1	50%
6	-1	55%
7	0	60%
8	0	65%
9	0	70%
10	0	75%
11	0	80%
12	0	85%
13	0	90%
14	0	92%
15	+1	94%
16	+2	96%
17	+2 (+3)*	98%
18	+2 (+4)*	100%
19	+2 (+5)*	100%

* Bonus applies only to fighters.

Tables continue...

ARMOR PERMITTED BY CHARACTER CLASS

CLASS	MAX ARMOR	SHIELD
Cleric	Any	Any
Fighter	Any	Any
Paladin	Any	Any
Ranger	Any	Any
Magic-User	None	None
Thief	leather	None

MULTIPLE ATTACKS FOR FIGHTER-TYPE CHARACTERS

CLASS LEVEL	ATTACKS PER ROUND
Fighter 1-6	1/1
Paladin 1-6	1/1
Ranger 1-7	1/1
Fighter 7-12	3/2
Paladin 7-12	3/2
Ranger 8-14	3/2
Fighter 13+	2/1
Paladin 13+	2/1
Ranger 15+	2/1

WEAPONS TABLE

NAME	DAMAGE VS. MAN SIZED	DAMAGE VS. LARGER THAN MAN SIZED	NUMBER OF HANDS	CLASS
Axe, Battle	1-8	1-8	1	f
Axe, Hand	1-6	1-4	1	f
Bow, Composite Long	1-6	1-6	2	f
Bow, Composite Short	1-6	1-6	2	f
Bow, Long ¹	1-6	1-6	2	f
Bow, Short ¹	1-6	1-6	2	f,th
Club	1-6	1-3	1	f,cl,th
Crossbow, Light ²	1-4	1-4	2	f
Dagger	1-4	1-3	1	f,mu,th
Dart	1-3	1-2	1	f,mu,th
Flail	2-7	2-8	1	f,cl
Halberd	1-10	2-12	2	f
Hammer	2-5	1-4	1	f,cl
Javelin	1-6	1-6	1	f
Mace	2-7	1-6	1	f,cl
Morning Star	2-8	2-7	1	f
Pick, Military	2-7	2-8	1	f
Pike, Awl	1-6	1-12	2	f
Scimitar	1-8	1-8	1	f,th
Sling	1-4	1-4	1	f,th
Staff, Sling	1-8	2-8	2	f,cl
Staff, Quarter	1-6	1-6	2	f,mu,cl
Sword, Bastard	2-8	2-16	2	f
Sword, Broad	2-8	2-7	1	f,th
Sword, Long	1-8	1-12	1	f,th
Sword, Short	1-6	1-8	1	f,th
Sword, 2-Handed	1-10	3-18	2	f
Spear	1-6	1-8	1	f
Trident	2-7	3-12	1	f

1 Must have ready arrows to fire. Two Attacks per round. 2 Must have ready bolts to fire. One Attack per round. f=fighter, cl=cleric, th=thief, mu=magic-user

Spell Parameters List

This is a listing of spells available to player characters as they gain in level. Following are abbreviations used in the list:

Cmbt = Combat only spell
Camp = Camp only spell
Both = Camp or Combat spell
T = Touch Range
dia = diameter
rad = radius

All = All characters in combat
r = combat rounds
t = turns
/lvl = per level of caster
targets = aim at each target.

FIRST LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Bless	Both	6	5 dia	6r
Curse	Cmbt	6	5 dia	6r
Cure Light Wounds	Both	T	1	-
Cause Light Wounds	Cmbt	T	1	-
Detect Magic	Both	0	1	1t
Protection from Evil	Both	T	1	3r/lvl
Protection from Good	Both	T	1	3r/lvl
Resist Cold	Both	T	1	1t/lvl

SECOND LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Find Traps	Camp	3	1	3t
Hold Person	Cmbt	6	1-3	4r+1/lvl
Resist Fire	Both	T	1	1t/lvl
Silence 15' Radius	Cmbt	12	3 dia	2r/lvl
Slow Poison	Both	T	1	1 hour/lvl
Snake Charm	Cmbt	3	All	5-8r
Spiritual Hammer	Cmbt	3	1	1r/lvl

THIRD LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Cure Blindness	Both	T	1	-
Cause Blindness	Cmbt	T	1	-
Cure Disease	Camp	T	1	-
Cause Disease	Cmbt	T	1	-
Dispel Magic	Both	6	3x3	-
Prayer	Both	0	All	1r/lvl
Remove Curse	Both	T	1	-
Bestow Curse	Cmbt	T	1	1t/lvl

FOURTH LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Cure Serious Wounds	Both	T	1	-
Cause Serious Wounds	Cmbt	T	1	-
Neutralize Poison	Both	T	1	-
Poison	Cmbt	T	1	-
Protection from Evil 10' Radius	Both	T	2 dia	1t/lvl
Sticks to Snakes	Cmbt	3	1	2r/lvl

FIFTH LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Cure Critical Wounds	Both	T	1	-
Cause Critical Wounds	Cmbt	T	1	-
Dispel Evil	Cmbt	T	1	1r/lvl
Flame Strike	Cmbt	6	1	-
Raise Dead	Camp	3	1	-
Slay Living	Cmbt	3	1	-

Tables continue...

FIRST LEVEL DRUID SPELLS For High-Level Rangers

SPELL NAME	WHEN	RNG	AREA	DURATION
Detect Magic	Both	0	1	12r
Entangle	Cmbt	8	4 dia	11
Faerie Fire	Cmbt	8	8 dia	4r/lvl
Invisibility to Animals	Both	T	1	11+1r/lvl

FIRST LEVEL MAGIC-USER SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Burning Hands	Cmbt	T	3 squares	-
Charm Person	Cmbt	12	1	-
Detect Magic	Both	6	1	2r/lvl
Enlarge	Both	.5/lvl	1	11/lvl
Reduce	Both	.5/lvl	1	-
Friends	Camp	0	All	1r/lvl
Magic Missile	Cmbt	6+lvl	1	-
Protection from Evil	Both	T	1	2r/lvl
Protection from Good	Both	T	1	2r/lvl
Read Magic	Camp	0	1	2r/lvl
Shield	Cmbt	0	1	5r/lvl
Shocking Grasp	Cmbt	T	1	-
Sleep	Cmbt	3+lvl	1-16	5r/lvl

SECOND LEVEL MAGIC-USER SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Detect Invisibility	Both	1/lvl	1	5r/lvl
Invisibility	Both	T	1	special
Knock	Camp	6	1/lvl	-
Mirror Image	Both	0	1	2r/lvl
Ray of Enfeeblement	Cmbt	1+25/lvl	1	1r/lvl
Stinking Cloud	Cmbt	3	2x2	1r/lvl
Strength	Camp	T	1	61/lvl

THIRD LEVEL MAGIC-USER SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Blink	Both	0	1	1r/lvl
Dispel Magic	Both	12	3x3	-
Fireball	Cmbt	10+lvl	5 dia	-
Haste	Both	6	4x4	3r+1/lvl
Hold Person	Cmbt	12	1-4	2r/lvl
Invisibility 10' Radius	Both	T	2 dia	special
Lightning Bolt	Cmbt	4+lvl	4,8	-
Protection from Evil 10'	Both	T	2 dia	2r/lvl
Protection from Good 10'	Both	T	2 dia	2r/lvl
Protection from Normal Missile	Both	T	1	11/lvl
Slow	Cmbt	9+lvl	4x4	3r+1/lvl

FOURTH LEVEL MAGIC-USER SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Charm Monster	Cmbt	6	1	special
Confusion	Cmbt	12	2-16	2r+1/lvl
Dimension Door	Cmbt	0	1	-
Fear	Cmbt	0	6x3 cone	1r/lvl
Fire Shield (2 Types)	Both	0	1	2r+1/lvl
Fumble	Cmbt	1/lvl	1	1r/lvl
Ice Storm (Dmg only)	Cmbt	1/lvl	4 dia	-
Min Globe of Invulnerability	Both	0	1	1r/lvl
Remove Curse	Both	T	1	-
Bestow Curse	Cmbt	T	1	11/lvl

FIFTH LEVEL MAGIC-USER SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Cloudkill	Cmbt	1	3x3	1r/lvl
Cone of Cold	Cmbt	0	.5/lvl cone	-
Feeblemind	Cmbt	1/lvl	1	-
Fire Touch	Both	T	Special	1r/lvl
Hold Monster	Cmbt	.5/lvl	1-4	1r/lvl
Iron Skin	Both	0	Special	1r/lvl

Level Advancement Tables

The following charts show the amount of experience a character must earn in order to gain a level in his character class. The charts also list the number of spells that a character can have memorized at one time. Fighters and Thieves can never memorize spells.

Remember that all experience earned by a non-human, multiple-class character is divided by the number of classes the character has. The experience is divided even after the character has reached his maximum level in a particular class. A Human dual-class character only earns experience in his second class. The character cannot use the abilities of his first class until his level in his second class exceeds his level in his first class.

CLERIC

LEVEL	EXPERIENCE	Hit Dice	NUMBER OF CLERICAL SPELLS PER LEVEL				
			1	2	3	4	5
1	0-1,500	1d8	1	-	-	-	-
2	1,501-3,000	2d8	2	-	-	-	-
3	3,001-6,000	3d8	2	1	-	-	-
4	6,001-13,000	4d8	3	2	-	-	-
5	13,001-27,500	5d8	3	3	1	-	-
6	27,501-55,000	6d8	3	3	2	-	-
7	55,001-110,000	7d8	3	3	2	1	-
8	110,001-225,000	8d8	3	3	3	2	-
9	225,001-450,000	9d8	4	4	3	2	1
10	450,001-675,000	9d8+2	4	4	3	3	2

CLERIC'S BONUS SPELLS

WISDOM	1	2	3	4	5
9-12	-	-	-	-	-
13	+1	-	-	-	-
14	+2	-	-	-	-
15	+2	+1	-	-	-
16	+2	+2	-	-	-
17	+2	+2	+1	-	-
18	+2	+2	+1	+1	-

Note that these bonus spells are only available when the cleric is entitled to spells of the applicable level. Thus an 8th-level cleric with a Wisdom of 18 can memorize the following spells:

	NUMBER OF SPELLS				
	1	2	3	4	5
8th-Level Cleric with 18 Wisdom	5	5	4	3	-

FIGHTER

LEVEL	EXPERIENCE	Hit Dice
1	0-2,000	1d10
2	2,001-4,000	2d10
3	4,001-8,000	3d10
4	8,001-18,000	4d10
5	18,001-35,000	5d10
6	35,001-70,000	6d10
7	70,001-125,000	7d10
8	125,001-250,000	8d10
9	250,001-500,000	9d10
10	500,001-750,000	9d10+3
11	750,001-1,000,000	9d10+6
12	1,000,001-1,250,000	9d10+9

Tables continue...

MAGIC-USER

LEVEL	EXPERIENCE	Hit Dice	NUMBER OF MAGIC-USER SPELLS PER LEVEL				
			1	2	3	4	5*
1	0-2,500	1d4	1	-	-	-	-
2	2,501-5,000	2d4	2	-	-	-	-
3	5,001-10,000	3d4	2	1	-	-	-
4	10,001-22,500	4d4	3	2	-	-	-
5	22,501-40,000	5d4	4	2	1	-	-
6	40,001-60,000	6d4	4	2	2	-	-
7	60,001-90,000	7d4	4	3	2	1	-
8	90,001-135,000	8d4	4	3	3	2	-
9	135,001-250,000	9d4	4	3	3	2	1
10	250,001-375,000	10d4	4	4	3	2	2
11	375,001-750,000	11d4	4	4	4	3	3

* You must have a minimum intelligence of 10 to use 5th level spells.

PALADIN

LEVEL	EXPERIENCE	Hit Dice	NUMBER OF CLERICAL SPELLS PER LEVEL	
			1	2
1	0-2,750	1d10	-	-
2	2,751-5,500	2d10	-	-
3	5,501-12,000	3d10	-	-
4	12,001-24,000	4d10	-	-
5	24,001-45,000	5d10	-	-
6	45,001-95,000	6d10	-	-
7	95,001-175,000	7d10	-	-
8	175,001-350,000	8d10	-	-
9	350,001-700,000	9d10	1	-
10	700,001-1,050,000	9d10+3	2	-
11	1,050,001-1,400,000	9d10+6	2	1

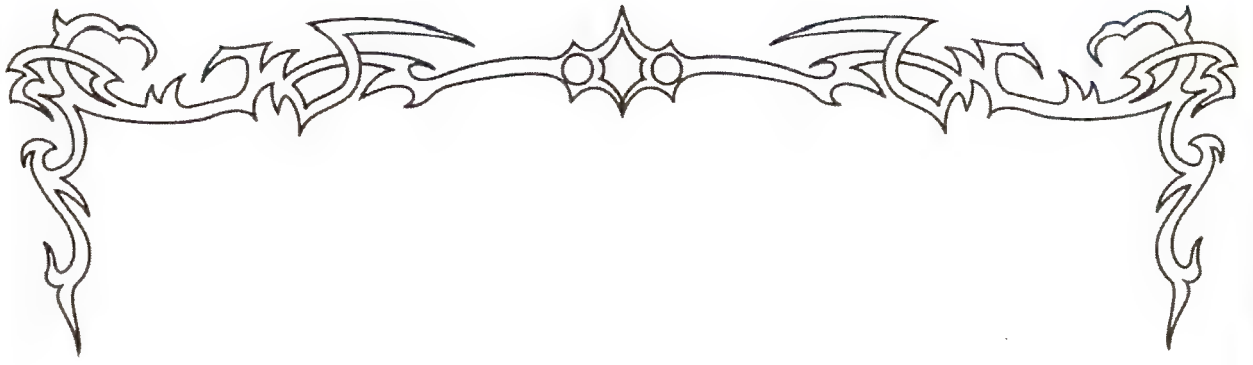
RANGER

LEVEL	EXPERIENCE	Hit Dice	NUMBER OF SPELLS PER LEVEL				
			DRUID			MAGIC USER	
			1	2	3	1	2
1	0-2,250	2d8	-	-	-	-	-
2	2,251-4,500	3d8	-	-	-	-	-
3	4,501-10,000	4d8	-	-	-	-	-
4	10,001-20,000	5d8	-	-	-	-	-
5	20,001-40,000	6d8	-	-	-	-	-
6	40,001-90,000	7d8	-	-	-	-	-
7	90,001-150,000	8d8	-	-	-	-	-
8	150,001-225,000	9d8	1	-	-	-	-
9	225,001-325,000	10d8	1	-	-	1	-
10	325,001-650,000	11d8	2	-	-	1	-
11	650,001-975,000	11d8+2	2	-	-	2	-

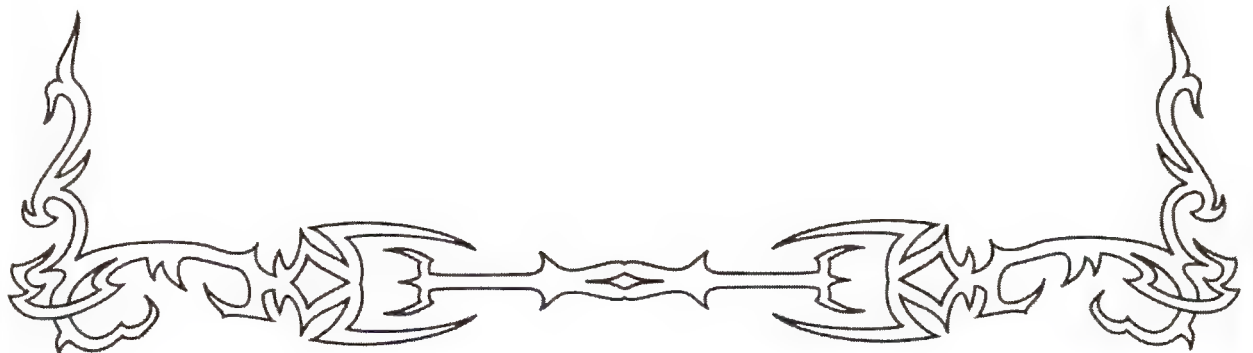
* Maximum spell ability

THIEF

LEVEL	EXPERIENCE	Hit Dice
1	0-1,250	1d6
2	1,251-2,500	2d6
3	2,501-5,000	3d6
4	5,001-10,000	4d6
5	10,001-20,000	5d6
6	20,001-42,500	6d6
7	42,501-70,000	7d6
8	70,001-110,000	8d6
9	110,001-160,000	9d6
10	160,001-220,000	10d6
11	220,001-440,000	10d6+2
12	440,001-660,000	10d6+4



Menzoberranzan
Ref Card



Menzoberranzan

Hi! We know you're anxious to begin playing the MENZOBERRANZAN™ computer game, but before you do, please be sure that your system has the following minimum requirements:

- 386/40 MHz IBM DX PC
- 4 megabytes of RAM
- MS-DOS 5.0, 6.0, 6.2, 6.22, DR DOS 6.0
- An Uncompressed Hard Drive with 15 MB free
- VGA, SVGA graphics card with a Color VGA Monitor
- A double-speed CD-ROM Drive; 300 KB data transfer rate, 320 ms access time, continuous read, MSCDEX 2.1 or greater.
- A 100% Microsoft (or Logitech) Compatible Mouse
- Microsoft Mouse driver version 8.00 or greater
(The Cyberman is supported but optional)

In addition to the basic system requirements, you must also have: FILES =20 or greater in your CONFIG.SYS file.

The minimum amount of free as RAM required to run the game with partial features is :

**340,000 BYTES OF FREE BASE RAM
2,700,000 BYTES OF FREE XMS**

Features Disabled in the Partially Featured Configuration: No music will be available for the partially featured configuration noted above. You will, however, get digitized sound effects.

The minimum amount of RAM required to run the game with all features is:

**540,000 BYTES OF FREE BASE RAM
2,700,000 BYTES OF FREE XMS**

Remember, 1K is equal to 1024 bytes. For example, 540k equals 552,960 bytes.

Note: hard drive size and total system memory available have no bearing on free RAM. Follow the directions below to determine if you have enough available memory to run the game.

To Check Your Free Base RAM : Type MEM from within the DOS directory. The free base RAM is listed as "LARGEST EXECUTABLE PROGRAM SIZE". Compare the listed amount to the amount of free memory required by the game. Also listed is "FREE EXTENDED MEMORY" (or free XMS). If your amount is lower than the game requires, follow the instructions for making a "boot disk" given under the "Memory" section of this data card, or free up additional memory (see the Memory Management section of your DOS manual) before continuing.

Addition : For any changes please see the current "README.TXT" on the CD.

Installing the Game :

1. Place the Forgotten Realms CD with Menzoberranzan into your CD-ROM drive.
2. Access the drive containing the CD.
3. Go into the "MENZO" directory and enter "Install".
4. Follow the on-screen prompts.

STARTING THE GAME

1. Boot your system normally with MS-DOS 5.0, 6.0, 6.2, 6.22 or DR-DOS 6.0
2. If you have the CD version of the game, insert the CD into the CD-ROM Drive.
3. Be sure that the hard disk containing the game is the active drive.
4. Change the current directory to the game's directory. For example, to change the default directory type **CDMENZO** and press Enter.
5. Type **MENZO** and press Enter to start the game.

For complete and specific "how to play" information, please refer to the manual. Any notes regarding changes to the game made after the rule book was printed, or any rules errata can be found after the "Troubleshooting" section below.

Some changes were made too late to include in this data card. Please read the README.TXT file on the disk for more information.

COPY PROTECTION

This game has no copy protection; however, you must have the CD in your CD-ROM drive to play the game because there are no files on the CD needed to run the game.

SAVING GAMES

MENZOBERRANZAN requires space on your hard drive for saved games and temporary files. You need approximately 5 megabytes free on your hard drive. Please note that if you are using a hard drive compression utility, you may not get the correct amount of hard drive space. Make sure you have more than 5 megabytes free if you are using a hard drive compression utility.

TROUBLESHOOTING

This section provides you with several easy steps to solve some common problems.

MEMORY

This game requires 540,000 bytes of free base memory to run. Run the front page of this data card to find out how to check your free RAM. If you do not have enough free base memory, the game may tell you in the form of an error message or it may crash after startup or during play. Not having files and buffers set correctly for the program can result in corrupted data in saved games and/or

crashes during play.

HOW TO MAKE A BOOT DISK

You can free more memory without changing your normal system configuration by creating a boot disk. A boot disk is the best way to temporarily change your system's configuration without possible side effects.

You can make a pre-configured boot disk from the install program by following the directions in the next column.

1. Place a blank disk in your A: drive. (NOTE: it must be your A: drive to operate properly.)
2. Place your MENZOBERANZAN CD into the CD-ROM drive.
3. Change the active drive to the CD-ROM drive (usually D:) by typing D: and pressing Enter.
4. Type INSTALL BOOT and press Enter.
5. Follow the on-screen prompts until you see the message "Boot Disk Creation Successful".
6. Add the appropriate CD-ROM (and if applicable, sound card) drivers to your boot disk. These can be found in the original C:\CONFIG.SYS and C:\AUTOEXEC.BAT files, or the appropriate hardware manuals.

To Start the Game with this Boot Disk

1. Place your boot disk in your A: drive.
2. Reboot your machine (Ctrl-Alt-Del on the keyboard, or hit the reset button).

After your machine reboots, you will find yourself in the **MENZO** game directory. Type **MENZO** and press Enter to start the game.

This procedure works for most systems. Certain conditions, however, may prevent our program from successfully creating a boot disk for your particular system setup (a nonstandard mouse driver or operating system other than MS-DOS or DR-DOS, for example). If you experience problems using this procedure, try the manual boot disk procedure below. (Note: This procedure may not work with PS/1s or laptops.)

To Create a Boot Disk Manually

1. Place a floppy disk in drive A: (note that it must be in drive A:)
2. From the C: prompt type **FORMAT A:/S** and press Enter.
3. Go to the A: drive by typing A: and press Enter.
4. Type EDIT CONFIG.SYS and press Enter. When the blue screen appears type in the lines just as they appeared in the sample CONFIG.SYS below. Save this file (it already has a name), then exit.
5. Type EDIT AUTOEXEC.BAT and press Enter. When the blue screen appears type in the lines just as they appear in the sample AUTOEX

EC.BAT below. Save this file (it already has a name), and exit.

Sample files:

CONFIG.SYS

DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386. EXE NOEMS
DOS=HIGH,UMB
FILES=25
BUFFERS=25

AUTOEXEC.BAT

PATH=C:\DOS;C:\MOUSE
PROMPT \$P\$G
LOADHIGH MOUSE

IMPORTANT : Be sure to include the necessary CD and sound card drivers in the appropriate files. Refer to your respective CD and sound card manuals, or original CONFIG.SYS and AUTOEXEC.BAT files, for the correct names and locations of the drivers required.

DEVICEHIGH=C:\PROAUDIO\MVSOUND.SYS D:3 Q:7 S:1,220, 1,5 M:O J:1>>

To Start the Game with This Boot Disk

1. Place your boot disk in your A: drive.
2. Reboot your machine (Ctrl-Alt-Del on the keyboard, or press the reset button).

After your machine reboots, you will find yourself in the **MENZO** game directory. Type **MENZO** and press Enter to start the game.

SOUND CARDS

After installation, you may modify the sound configuration for your particular system. Select the type of sound on our system. Valid selections are: Sunscape, GW32/SW32. Soundman Wave-OPL4, Sound Blaster family (or 100% compatibles), Wave Blaster, Sound Canvas, PC Speaker, or None. If you wish to change the sound configuration after installation, simply type SOUND (and then press Enter) while in the game directory and follow the on-screen prompts.

Note : the Aria sound card is not supported.

The game starts with both music and sound effects enabled. Once you get into the game, you may choose the OPTIONS menu to enable/disable music and sound effects.

If you are experiencing problems with your sound card, try running the diagnostic software that comes with your card. Eighty percent of all sound card problems are due to mistaken configurations. If you are running a sound card that is not listed above, or are running a sound card in an emulation mode, your results may not be optimal. This game was tested only on the listed cards.

If you are experiencing problems with the game, try configuring the game for No Sound. If the game will now run normally (but without sound, of course), then you

probably need to reconfigure your sound. Type **SOUND** at the game directory, choose "NO" when asked to accept the default settings, correct the IRQ setting, and try starting the game again. If your game still will not run, consult the manual that came with your sound card for diagnostic procedures.

MOUSE SETUP

If your mouse is not functioning, you should make sure the driver has been loaded. Windows and other programs of its type have built-in mouse drivers that do not function outside of their environment. Loading a mouse driver may be as simple as typing **MOUSE** (and pressing Enter) before starting the game. Since the command differs from mouse to mouse, consult your mouse user's guide.

If your mouse is acting erratically, it may be due to an old mouse driver or your mouse, or it may not be fully Microsoft or Logitech compatible. Check with the mouse manufacturer to see if there is an updated mouse driver available.

ADDITIONAL INFORMATION

Using the Keyboard

7	Turn Left	8	Move Forward	9	Turn Right
4	Move Left	5	Full Stop	6	Move Right
1	Strafe Left	2	Move Backward	3	Strafe Right

Hot Keys

S	Quick Save
Shift -R	Quick Restore
T	Display MENZOBERRANZAN Standard Time
D	Drop Items From Character's Inventory (only while in the inventory screen)
>	Make the Gaming Screen Larger
<	Make the Gaming Screen Smaller
P	Pause the game (Press 'P' again to resume)

Using the Cyberman

To use the Cyberman, you must have installed the Cyberman driver. For more information on how to install the necessary driver, please refer to your Cyberman documentation. If the driver is installed, the game program will recognize and use it without any re-configuration needed. Use of the Cyberman in the MENZOBER-RANZAN game is as follows.

YAW: Turn party left or right
ROLL: Slide party left or right
PITCH: Move party forward or backward
Y: Move mouse up and down the screen
X: Move mouse left and right on the screen

PITCH and YAW can be used in conjunction with each other so that you can move

forward and turn at the same time.

MORE ABOUT GAME PLAY

Dropping Items Quickly

You can drop items from your character's inventory by selecting the desired object and pressing the D key.

Objects Given to Your Party During An Encounter

There are times when an NPC gives the party one, or in some cases, two objects. If only one object is to be given, it is placed on the mouse pointer. If you already have an object selected (i.e. its picture overlays the mouse pointer), the new object is placed in the inventory of the character whose portrait is displayed farthest to the left on the adventure screen. If that character's inventory is full, the object is then placed in the inventory of the character to the right of him/her, and so on until an empty inventory slot is found. There may be times when it is necessary to look at the character's inventory to get an object that has been given to the party by an NPC. If, for some reason, all of the party's inventory slots are occupied, the object is dropped on the ground. This process works the same if the party is given two objects; however since only one object can be attached to the mouse pointer at a time, the other is always placed somewhere in the party's inventory or on the ground.

Mage Spell Improved Identify

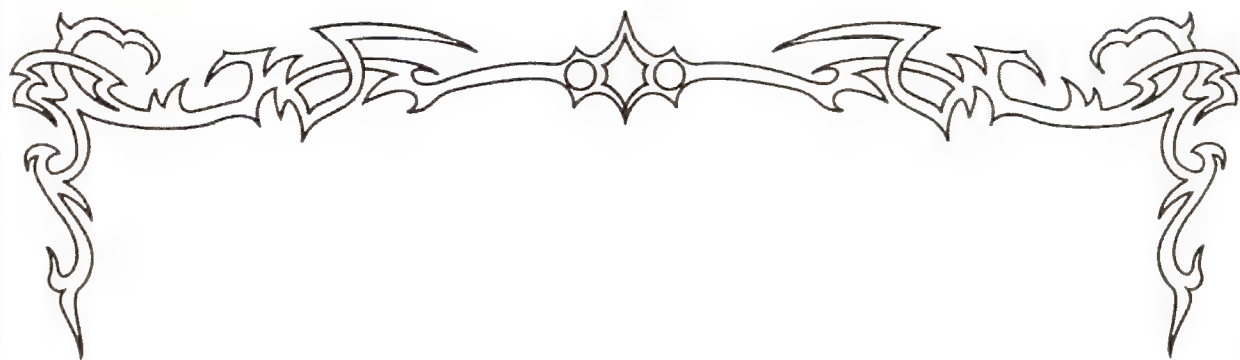
The mage spell improved identify now affects all objectives in the visible inventory and in the hands of the character who cast the spell. Note that this excludes any object placed inside a container,

Quick Saves

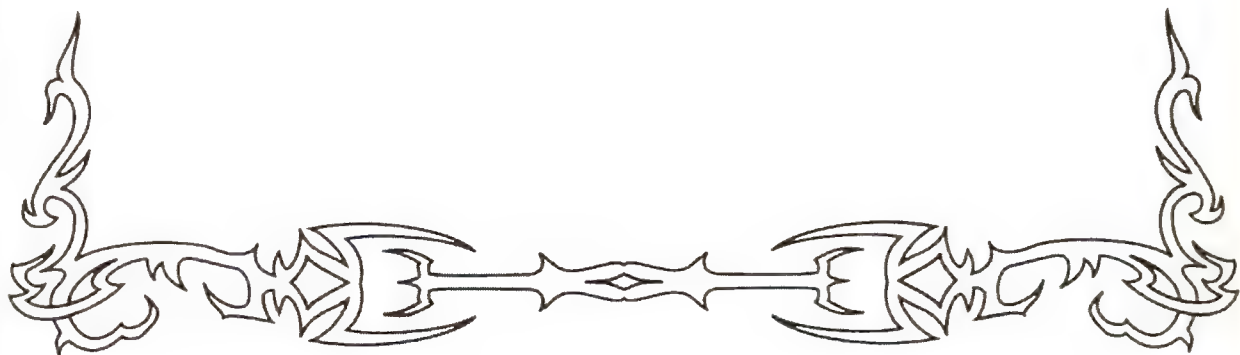
The quick save file is a hidden file and never appears in the save game file list, so don't be alarmed when you don't see it displayed. The quick save file can only be restored by pressing the SHIFT-R keys or clicking the left mouse button over the Quick Restore Icon on the gaming interface.

Cinematics

To get past the cinematics without watching them, simply press Esc.



Copy Protection



Secret of the Silver Blades

Answers needed to START game

Answers needed to SAVE game

Journal

Entry

Word

Answer

Journal

Entry

Word

Answer

3 5 BLACK
5 2 TALKING
6 4 MINERS
9 3 TALE
11 5 BEHOLDER

13 1 BLIND
15 3 FROST
18 4 SILVER
22 1 DYING
23 6 MAGES

24 2 GUARD
25 4 WELL
27 3 STORY
28 6 VORPAL
30 3 GEMS

33 4 AM
34 6 FLAMING
37 6 SMALL
40 1 LEDGER
43 3 MARCUS

46 3 MULMASTER
47 3 YULASH
48 2 GLOWING
51 7 HOUSE
55 4 SERVED

59 4 WOUNDED
67 3 MAD
70 5 CIRCLE

1 6 AFTER
1 6 SECRET
1 3 THE
1 4 DURING
2 4 STATUS

3 6 UP
3 9 TOWN
3 4 COMMAND
4 7 CONTROL
4 1 COPY

4 4 THAT
4 10 COMPUTER
4 10 COMES
4 1 OFFICIAL
4 2 MENU

4 4 DISPLAYS
5 1 BLADES
6 7 LIKE
6 8 OPTIONS

Pools of Darkness

<u>Journal Page</u>	<u>#Word #</u>	<u>After Heading</u>	<u>Answer</u>
10	8	TIPS ON MAGIC	WHICH
9	9	AFTER COMBAT	BATTLEFIELD
6	2	COMBAT	MUST
10	8	MAGICAL TREASURES	MONSTERS
4	7	ALIGNMENT	LIVES
2	5	ABILITY SCORES	RANDOMLY
9	6	MAGICAL TREASURES	SURVIVAL
1	1	PLAYER RACES	THERE
9	6	AFTER COMBAT	SURVIVE
6	7	COMBAT ABILITY	DEFINED
6	5	INITIATIVE	IS
10	3	CLERICS	REQUIRED
8	2	COMBAT STRATEGIES	SUCCEED
10	1	TIPS ON MAGIC	BOTH
9	4	MAGIC-USERS	TRAINS
8	8	COMBAT STRATEGIES	DEPLOYS
8	6	COMBAT STRATEGIES	SKILLED
5	9	OTHER ATTRIBUTES	CHANGE
9	3	MAGIC	ESSENTIAL
3	5	CHARACTER CLASSES	PROFESSIONS
4	5	ALIGNMENT	A
6	9	INITIATIVE	SEGMENTS
7	3	ATTACKING	TWO
10	8	MAGICAL TREASURES	MONSTERS
1	3	INTRODUCTION	YEARS
2	3	ABILITY SCORES	HAS
8	4	COMBAT MOVEMENT	SQUARES
7	5	ATTACKING	BASIC
6	2	INITIATIVE	ROUND
5	5	OTHER ATTRIBUTES	THREE
6	6	COMBAT MAP	TACTIC
8	2	COMBAT MOVEMENT	NUMBER
9	8	MAGIC	THERE
1	6	INTRODUCTION	BAND
6	9	COMBAT MAP	THAT
7	8	ATTACKING	MELEE
9	8	MAGIC-USERS	LEVEL

Pools of Darkness

<u>Journal Page</u>	<u>#Word #</u>	<u>After Heading</u>	<u>Answer</u>
6	5	COMBAT	WAY
1	2	INTRODUCTION	TEN
10	6	CLERICS	BOOKS
1	3	PLAYER RACES	SIX
8	7	COMBAT MOVEMENT	CAN
6	1	BUILDING A SUCCESSFUL PARTY	FORMING
9	7	MAGIC-USERS	NEW
1	1	CHARACTERS AND PARTIES	YOU
10	6	TIPS ON MAGIC	CAST
10	3	MAGICAL TREASURES	TRAVEL
1	6	PLAYER RACES	WHICH
6	9	BUILDING A SUCCESSFUL PARTY	KEY
3	2	CHARACTER CLASSES	ARE
5	7	OTHER ATTRIBUTES	VALUES
1	2	CHARACTER AND PARTIES	NEED
4	8	ALIGNMENT	BY
6	3	COMBAT	BATTLE

Eye of the Beholder I



<u>Line #</u>	<u>Word#</u>	<u>Answer</u>
1	1	WEALTH
5	3	WIZARD



<u>Line #</u>	<u>Word#</u>	<u>Answer</u>
1	3	CLERICS
3	4	MYSTIC



<u>Line #</u>	<u>Word#</u>	<u>Answer</u>
1	1	AROUND
6	1	GNOMES



<u>Line #</u>	<u>Word#</u>	<u>Answer</u>
3	3	WEAPONS
4	3	SHORT
6	2	AWAY
9	2	CAN



<u>Line #</u>	<u>Word#</u>	<u>Answer</u>
3	3	USING
5	3	TOUGHNESS



<u>Line #</u>	<u>Word#</u>	<u>Answer</u>
2	1	HOUND
4	2	FLAMING



<u>Line #</u>	<u>Word#</u>	<u>Answer</u>
1	5	DUNGEON
3	6	FEATURE
6	3	DISPLAYED

<u>Line#</u>	<u>Word#</u>	<u>Answer</u>
4	3	OFFICIALS

<u>Line#</u>	<u>Word#</u>	<u>Answer</u>
3	1	PUMMEL

<u>Line#</u>	<u>Word#</u>	<u>Answer</u>
3	2	CAREFREE

<u>Line#</u>	<u>Word#</u>	<u>Answer</u>
4	2	CERTAIN
5	1	REAR
6	6	LINE
10	2	ATTACKS

<u>Line#</u>	<u>Word#</u>	<u>Answer</u>
4	3	FITNESS

<u>Line#</u>	<u>Word#</u>	<u>Answer</u>
3	3	DISTURBING

<u>Line#</u>	<u>Word#</u>	<u>Answer</u>
2	2	CURSOR
5	1	INFORMATION
7	1	BELOW

Eye of the Beholder II



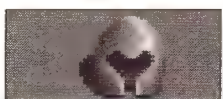
<u>Line #</u>	<u>Word#</u>	<u>Answer</u>
4	6	SPELLCASTERS
12	5	CHARACTERS

<u>Line#</u>	<u>Word#</u>	<u>Answer</u>
10	5	BUTTON



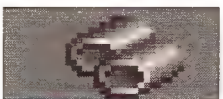
<u>Line #</u>	<u>Word#</u>	<u>Answer</u>
3	4	CURSOR
13	2	MAJORITY

<u>Line#</u>	<u>Word#</u>	<u>Answer</u>
7	7	RIGHT



<u>Line #</u>	<u>Word#</u>	<u>Answer</u>
3	4	CAREFREE
15	2	INHERIT
27	2	COMBINATIONS

<u>Line#</u>	<u>Word#</u>	<u>Answer</u>
5	5	PRACTICAL
20	3	WHILE
29	3	CHARM



<u>Line #</u>	<u>Word#</u>	<u>Answer</u>
2	4	OVER
4	3	PUT
9	3	BACKPACK

<u>Line#</u>	<u>Word#</u>	<u>Answer</u>
2	7	BOX
6	3	PORTRAIT
10	1	INSIDE



<u>Line #</u>	<u>Word#</u>	<u>Answer</u>
3	2	THROWN
9	2	NOTE
13	6	DAMAGE
17	5	BONUS

<u>Line#</u>	<u>Word#</u>	<u>Answer</u>
5	4	WEAPONS
11	4	CERTAIN
15	3	DONE
18	2	MAY

Eye of the Beholder II



<u>Line #</u>	<u>Word#</u>	<u>Answer</u>
1	3	LAYING
6	2	SWIFTLY
27	1	LIMITED

<u>Line#</u>	<u>Word#</u>	<u>Answer</u>
3	6	REACH
15	5	ALLOWS
33	6	JACK



<u>Line #</u>	<u>Word#</u>	<u>Answer</u>
1	3	INDIVIDUALS
8	3	PUMMEL
31	4	SKILL

<u>Line#</u>	<u>Word#</u>	<u>Answer</u>
3	3	GESTURES
25	2	PALADINS
38	4	ADVANCEMENT



<u>Line #</u>	<u>Word#</u>	<u>Answer</u>
3	3	CAUSES
5	6	OUTRIGHT

<u>Line#</u>	<u>Word#</u>	<u>Answer</u>
4	2	UNTIL



<u>Line #</u>	<u>Word#</u>	<u>Answer</u>
3	2	ALSO
18	3	KNOWLEGE
30	1	ASSUME

<u>Line#</u>	<u>Word#</u>	<u>Answer</u>
5	6	COUNTERS
24	1	GREATER
33	4	SEVERAL



<u>Line #</u>	<u>Word#</u>	<u>Answer</u>
6	5	UNUSABLE
28	3	THROWN

<u>Line#</u>	<u>Word#</u>	<u>Answer</u>
16	6	GREYED

Eye of the Beholder III

<u>Page #</u>	<u>Line #</u>	<u>Word #</u>	<u>Answer</u>
5	5	3	BETWEEN
8	5	2	GUARDCAPTAN
9	5	2	STARED
12	5	4	CHARGER
18	5	5	THOUGH
21	7	14	WILDERLANDS
24	7	12	SIMPLE
25	9	4	SUDDENLY
28	3	3	COMPLETE
29	5	3	OCCUPATIONS
32	4	4	CLASSES
34	7	6	AWAY
35	5	4	PALADINS
38	9	1	ABILITY
39	2	6	MAGE
41	6	1	MEANS
52	4	3	POLEARM
46	4	6	MAINLY
50	2	4	DISPLAYS
52	3	1	EXAMINE
70	2	4	ESPECIALLY
71	3	3	ENGAGE
73	10	1	REMEMBER

Dungeon Hack

<u>Page #</u>	<u>Heading</u>	<u>Word #</u>	<u>Answer</u>
3	GENERATING CHARACTERS	7	ATTRIBUTES
4	CHARACTER BASICS	3	INHABIT
6	CLASSES	3	CHARACTERS
9	ABILITY SCORES	5	SUMMARY
9	ALIGNMENTS	4	FICTIONAL
12	RACIAL ADVANTAGES	4	WONDERING
13	AFTER SELECTING A CHARACTER	4	SELECTED
14	A CRASH COURSE IN SPELLCASTING	6	EVIL
16	EXAMINE CHARACTER INFORMATION	10	APPEARS
19	READY AN ITEM	5	MOVE
21	PRAY FOR SPELLS	3	EXAMINE
22	SHOW NUMBERS	5	COMMAND
25	DUNGEON DEPTH	9	ENDURE
27	ENEMY SPELL CASTING	4	SHADOWS
45	DAMAGE	6	LOSS
46	GO ON	4	FAILS
47	ANKHEG	5	ENORMOUS
48	COCKATRICE	1	INFAMOUS
51	GOBLIN	5	GREAT
52	GOLEM, FLESH	8	HUMANOID
55	NAGA, BONE	5	UNDEAD
56	OTYUGH	7	GULGUTHRA
61	WATCHGHOST	3	SOMETIMES
62	Xill	5	BRAWNY

Gateway to the Savage Frontier

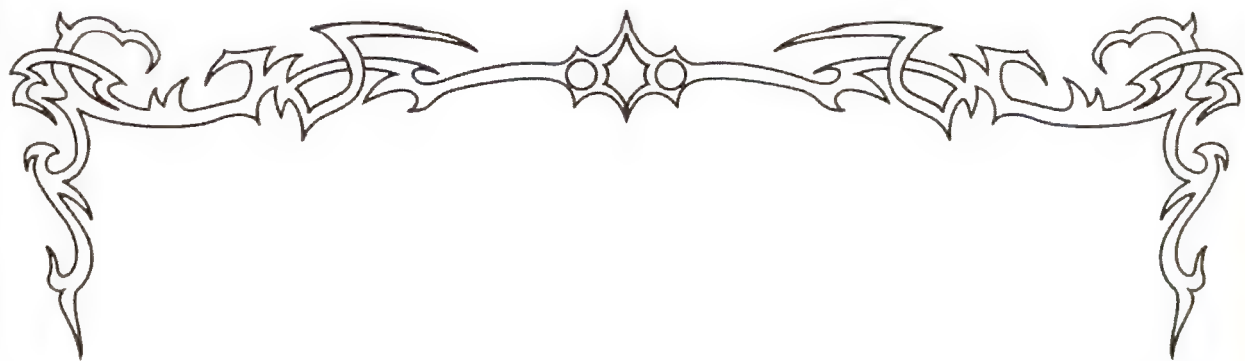
<u>Journal Page #</u>	<u>Line #</u>	<u>Word #</u>	<u>Answer</u>
10	2	2	ARE
3	5	5	AREA
11	1	4	HE
2	2	3	SAVAGE
11	4	1	ANY
4	2	1	YOU
15	3	2	THEIR
7	5	1	BOTH
6	1	6	ARMOUR
7	6	5	CHARACTER
16	1	4	HUGE
12	8	2	IN
19	6	3	HASTE
14	3	1	THE
6	3	5	UNDEAD
9	5	2	SOME
4	6	2	A
14	7	3	CROSS
8	2	7	TRAINING
18	3	4	SCROLL
16	3	3	BY
10	5	2	COMBAT
9	4	1	THE
5	4	6	GREATER
18	1	1	READ
8	4	1	INCREASE
15	5	3	WICKED
12	2	1	MAGIC
5	2	3	CLERICS
3	6	5	CITY

Treasures of the Savage Frontier

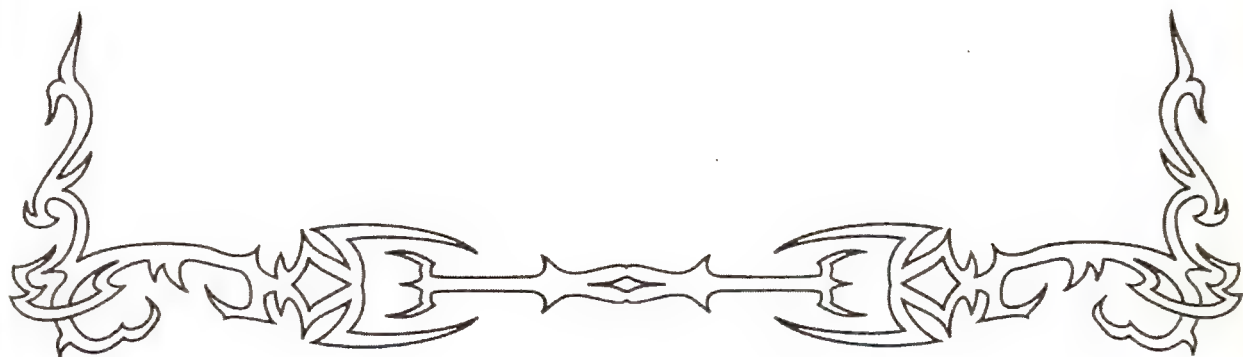
<u>Journal Page #</u>	<u>Word #</u>	<u>After Heading</u>	<u>Answer</u>
17	4	ROCK REPTILES	LIZARDS
21	5	INVISIBILITY TO ANIMALS	TO
13	2	TIPS ON MAGIC	CLERICS
21	4	ENTANGLE	GROW
12	2	RUNNING AWAY	CHARACTER
20	7	SLOW POISON	DURATION
24	1	FIRE SHIELD	PROTECTS
6	6	ABILITY SCORES	GENERATED
10	2	INITIATIVE	ROUND
18	1	NEW MONSTERS	THE
10	3	INITIATIVE	OF
3	5	LLORKH	THE
4	7	TRIBOARD	BETWEEN
4	9	TOWERS OF TWILIGHT	THIS
23	7	LIGHTENING BOLT	DOES
12	9	RUNNING AWAY	HE
7	8	CHARACTER CLASSES	MUST
17	2	SPECTRES	UNDEAD
24	9	FIRE SHIELD	HITS
4	5	TOWER OF TWILIGHT	EDGE
6	4	ABILITY SCORES	SIX
21	2	ENTANGLE	PLANTS
14	8	MAGICAL TREASURES	MONSTERS
17	3	PURPLE WORMS	ENORMOUS
10	7	INITIATIVE	INTO
8	9	ALIGNMENT	AND
15	4	BESTIARY	THESE
21	7	ENTANGLE	AROUND
6	3	ABILITY SCORES	HAS
17	5	SPECTRES	THE

Treasures of the Savage Frontier

<u>Journal Page #</u>	<u>Word #</u>	<u>After Heading</u>	<u>Answer</u>
8	7	ALIGNMENT	LIVES
15	9	BESTIARY	VARIES
18	4	NEW MONSTERS	ARE
23	3	LIGHTNING BOLT	MAGICAL
14	3	MAGICAL TREASURES	TRAVEL
13	1	TIPS ON MAGIC	BOTH
8	1	OTHER ATTRIBUTES	EACH
3	6	LLORKH	TRADING
12	5	RUNNING AWAY	FROM
17	4	SPECTRES	HAUNT
4	2	TRIBOARD	TRADING
14	4	MAGICAL TREASURES	ABOUT
8	3	OTHER ATTRIBUTES	ALSO
21	3	INVISIBILITY TO ANIMALS	TRAGET
17	5	ROCK REPTILES	WITH
8	5	ALIGNMENT	A
21	3	INVISIBILITY TO ANIMALS	TARGET
17	5	ROCK REPTILES	WITH
4	4	TOWER OF TWILIGHT	EASTERN
20	1	SLOW POISON	REVIVES
18	3	NEW MONSTERS	CREATURES
7	2	CHARACTER CLASSES	ARE
20	2	SLOW POISON	A
8	6	OTHER ATTRIBUTES	IMPORTANT
23	1	LIGHTNING BOLT	IS



Credits

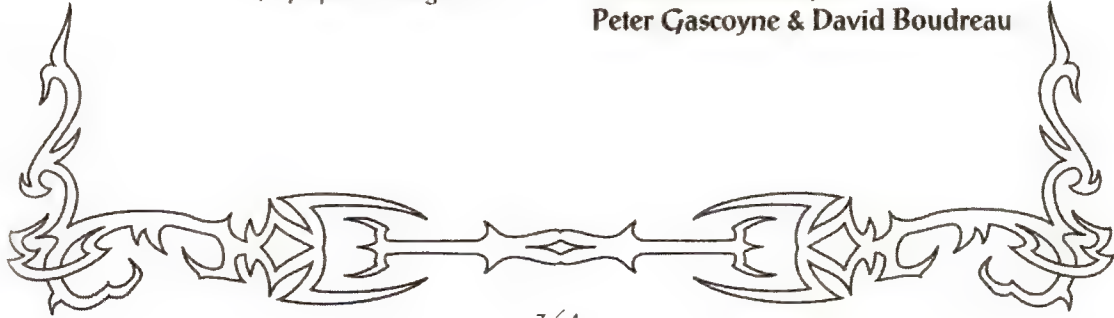


Secret of the Silver Blades



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Gateway to the Savage Frontier

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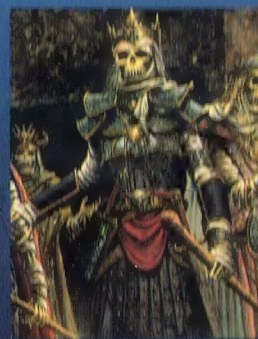
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